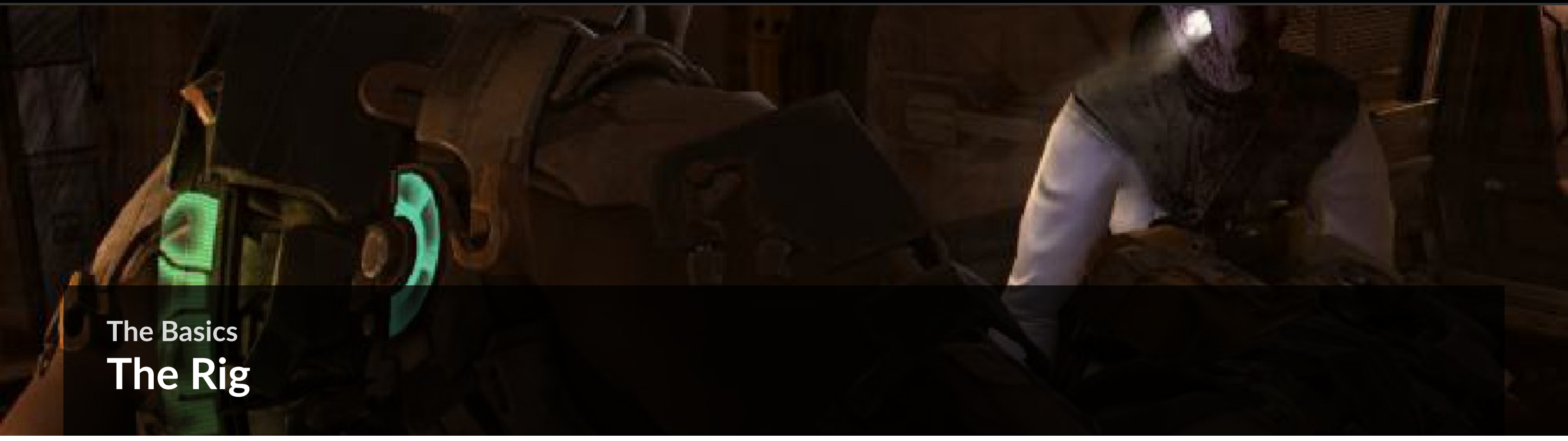
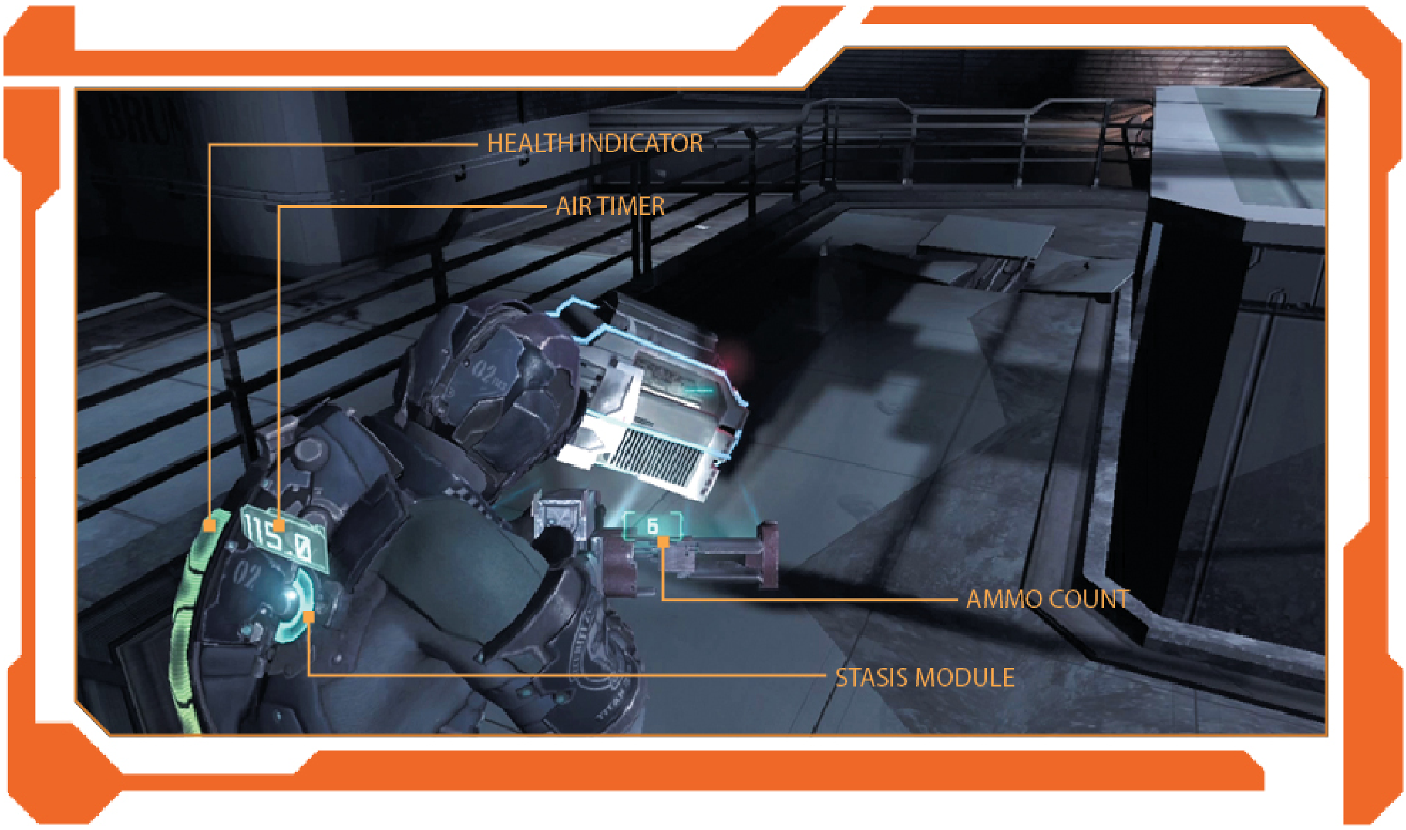


The Basics

The Rig

The RIG

In Dead Space 2, the screen is never cluttered with a heads-up display (HUD). Instead, all of the information you need is displayed on your RIG, which is part of your suit or your weapon.



Health Indicator

The blue row of lights running along your spine is your Health meter. The bar begins to deplete as you take damage. When your health is about half, the remaining lights turn yellow. When your health is very low, the last remaining bar turns red. At this point, you must get some medical treatment or the next attack could be your last.

Stasis Module

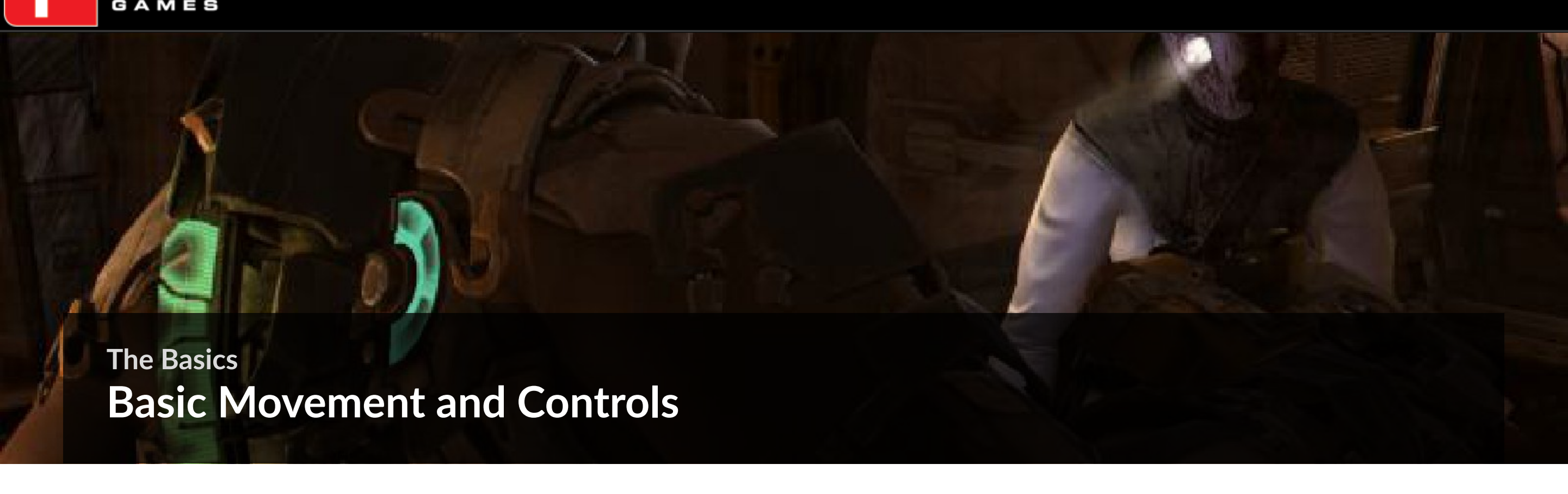
After you acquire the stasis module, two curved bars will appear on your RIG. When both bars are blue, your stasis module is fully charged. As you use your stasis ability, one bar will dim and the other will turn yellow to inform you that the stasis module is at half charge. When both bars are dim, you will need to recharge your module before you can use stasis again. Your Stasis meter recharges slowly over time, but you can instantly recharge it using a stasis pack or a stasis recharge station. Upgrade your stasis module at a workbench to increase the number of shots and other aspects of stasis.

Air Timer

When you operate in areas without atmosphere, your air timer will appear on your RIG. This shows you how much time (in seconds) you have of remaining oxygen. As the tank approaches empty, the meter flashes red. Either get to an oxygen recharge station or into an area with an atmosphere to refill your tank.

Ammo Count

When you hold down the Aim button to bring up your weapon, the ammo indicator will appear, listing the amount of ammunition currently left in the selected weapon. The indicator will turn orange when the ammo in the weapon gets low. If the ammo counter is red, the current clip is empty and you must reload. If the ammo counter is red with bars at the top and bottom, you have no more ammo for that weapon and must switch to another.



The Basics

Basic Movement and Controls

Basic Movement and Controls

Before you can confront enemies, you first need to learn how to get around.

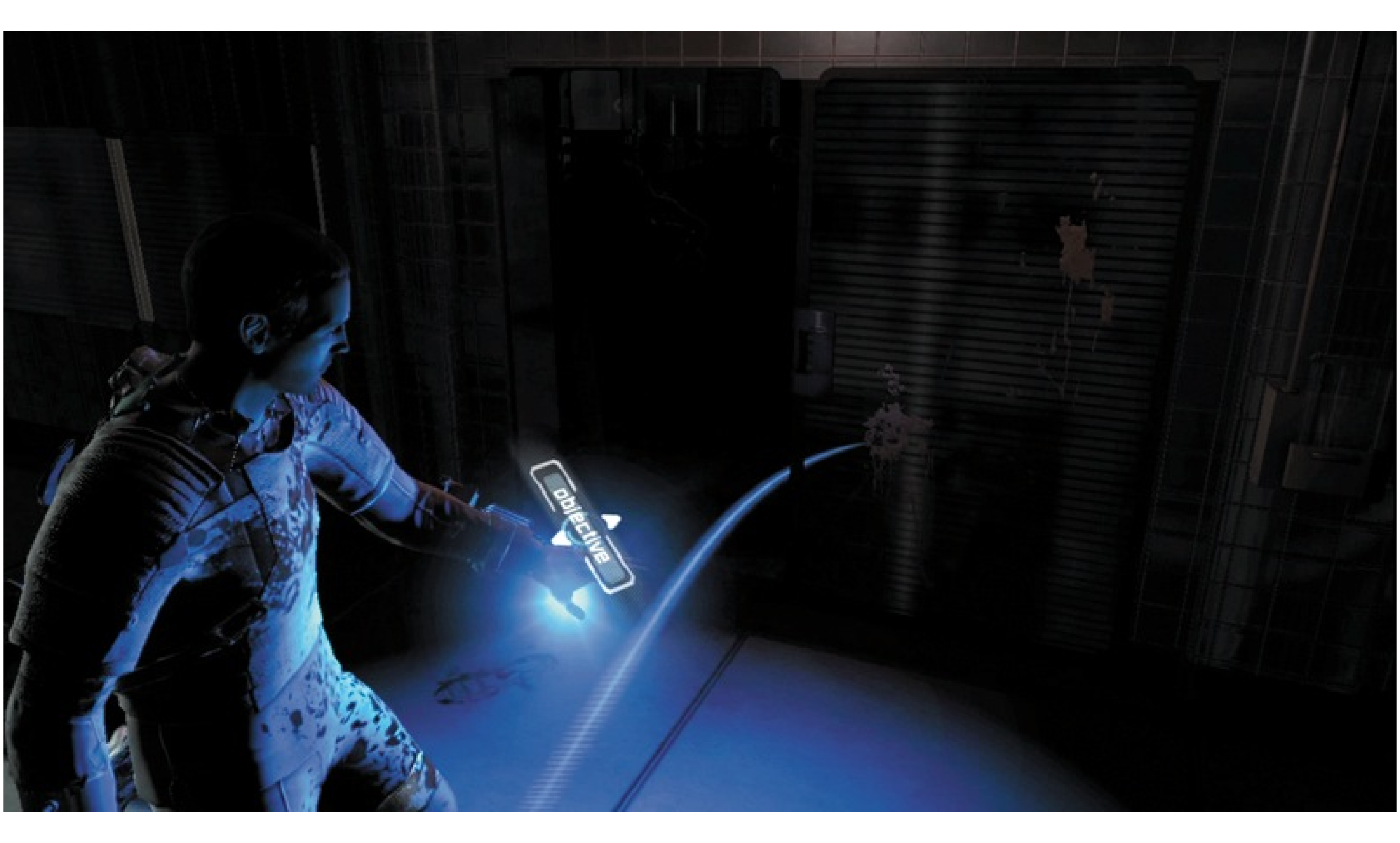
Movement

Use the left thumbstick or analog stick to move forward and backward as well as strafe left and right. The right thumbstick or analog stick controls the direction where you are looking. The view in Dead Space 2 is a bit different than in other games. It is third-person with your character offset to the left. This allows you to see more of the screen's center, where the action happens, as you use your weapons. By default, you move at a walking pace. However, if you need to move faster, hold down the Run button.

Note

You can actually run as fast or faster than most of the Necromorphs. Therefore, if things get really hairy, try running away. While you can't run away forever, you can reach a better position and then start fighting.

Navigation Locator



The Sprawl is a large area, and it is easy to get lost in the myriad of rooms, corridors, and open spaces. Luckily, your RIG is outfitted with a locator. Just click the Locator button and a blue pathway will appear onscreen for a short time; this shows you where to find your next objective. Use it often to make sure you stay on course. However, you should also explore off the locator path so you don't miss useful items. Use the locator to find a save station, a bench, or a store. Use the D-pad to change your destination.

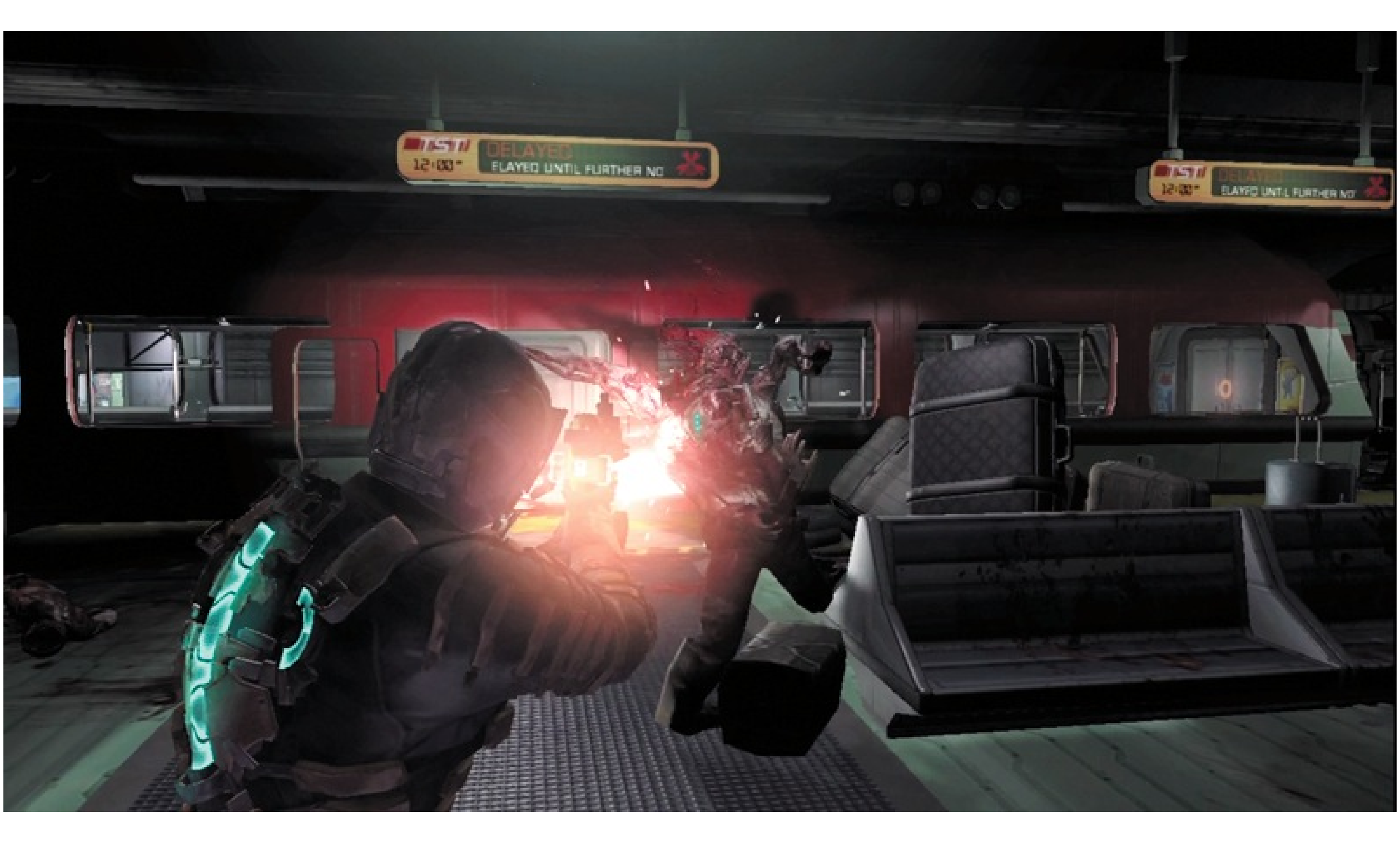
Zero Gravity

When in zero-gravity areas, your magnetic boots will keep you attached to the floor. However, you can disengage your boots by pressing the Zero-G Launch button. Move the left stick to float in any direction you want; use the Run button to fire thrusters built into your suit for some additional speed. When you are near a surface, press the left stick again to engage your magnetic boots and begin walking around again.

Isaac's log

There are several areas in and above the Sprawl where there is no gravity. Luckily my suits are equipped with thrusters to help me maneuver in such environments. When operating in Zero-G, it is important to maintain a reference to the ground since it is easy to get turned around. Occasionally press the right stick to reorient yourself to the ground so you regain your sense of up and down. This can be beneficial when fighting in Zero-G areas.

Using Weapons



Using weapons is a two-step process. You must first aim and then fire. Once you have a weapon equipped, hold down the Aim button. This brings the weapon up to a ready position, and a reticle appears onscreen to assist in targeting.

Press the Fire button to activate the weapon's primary fire. Every weapon also has an alternative-fire function. Press the Alt-Fire button to activate this feature. Some weapons can be fired at long range while others are for short-range combat.

Some weapons fire rapidly with little damage while other weapons are slower but can kill an enemy with one shot. When fighting Necromorphs, you will need a variety of weapons and combat tactics in order to survive. You can carry up to four weapons in your inventory at one time. Visit a store to switch out weapons between your inventory and your safe.

When using weapons in combat, it is important to ensure you have ammo for them. Remember that each weapon takes its own unique type of ammo. Also, reload your weapons frequently so you are always ready for a fight. There is nothing worse than firing off one shot at the start of the battle and then have to immediately reload—while taking damage from an attack. Some of the weapons require a bit of finesse as you battle Necromorphs and require careful aiming for effective use.

Isaac's log

I learned that if I took my time and shot off the limbs of a Necromorph, dismembering it until it was dead, it actually took less time and ammo than just blasting away at it.

Learn about your weapons' alt-fire capabilities. Some weapons have great alternate abilities that complement the primary-fire attacks. Try out all the weapons to see which one works best for you.

Melee Combat

REBORN
AS ONE

Necromorphs have a bad habit of jumping out at you from walls or dropping on you from ceilings. In those circumstances, you don't have time to aim and fire a weapon. Instead, you have to react with a melee attack. There are two types of melee attacks.

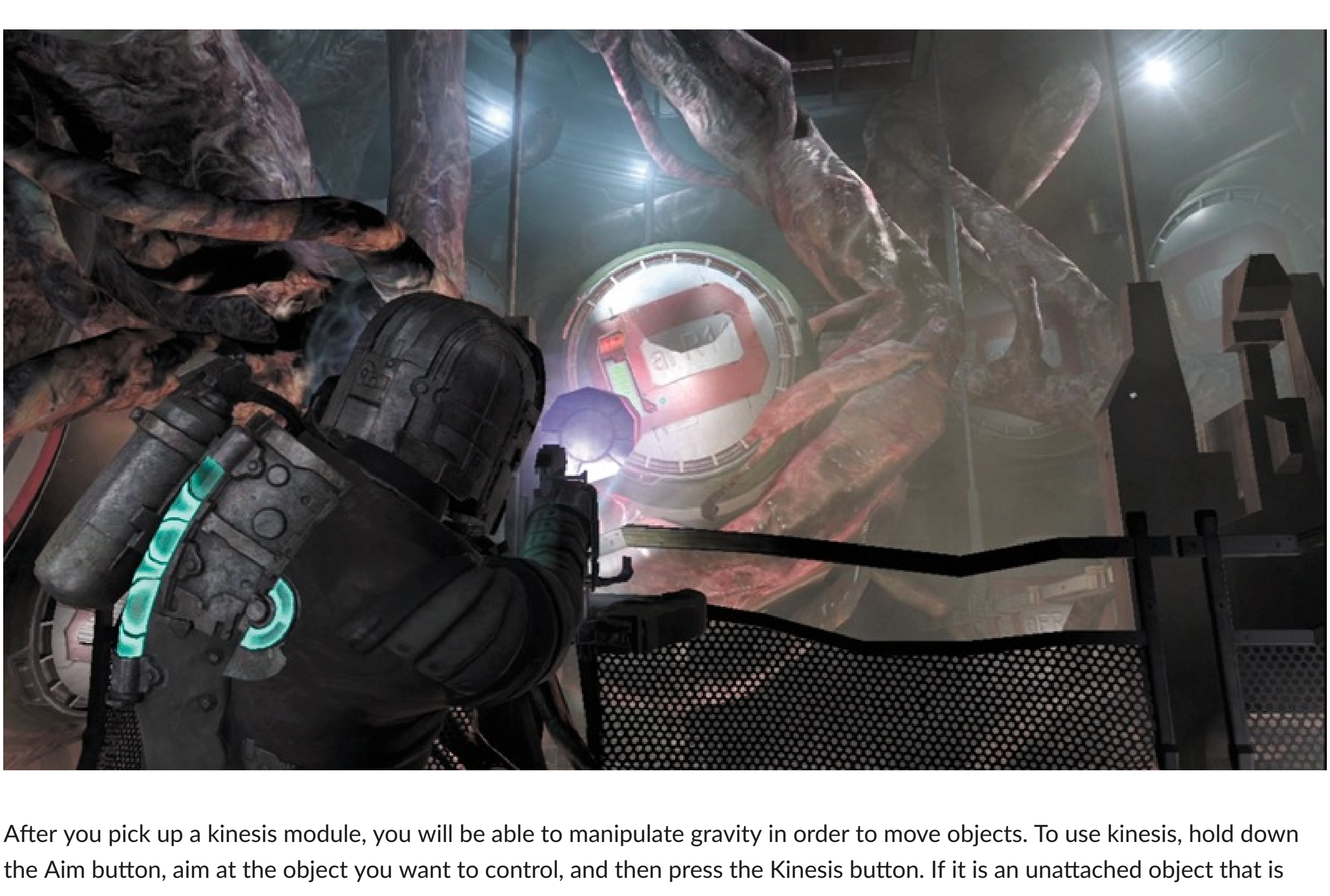
Press only the Fire button and you will swing your current weapon and damage your target. Keep hitting your enemy until it moves back or you can get away; then take aim and fire your weapon. For smaller enemies or those on the ground, you can use your feet to attack.

Press the Stomp button to bring your foot down on the foe and cause some damage. Stomping is a good way to finish off an enemy that is barely crawling. In addition to inflicting damage on enemies, melee attacks can also be used to break open containers or bust fuses to open locked doors.

Isaac's log

I tried to avoid melee combat as much as possible. Of course, I would use it when a Necromorph jumped on me. However, getting in close enough for melee attacks is risky and you are more likely to get injured. When you have the choice, don't let enemies get into melee range if you can help it. Instead use weapons and keep them at a distance.

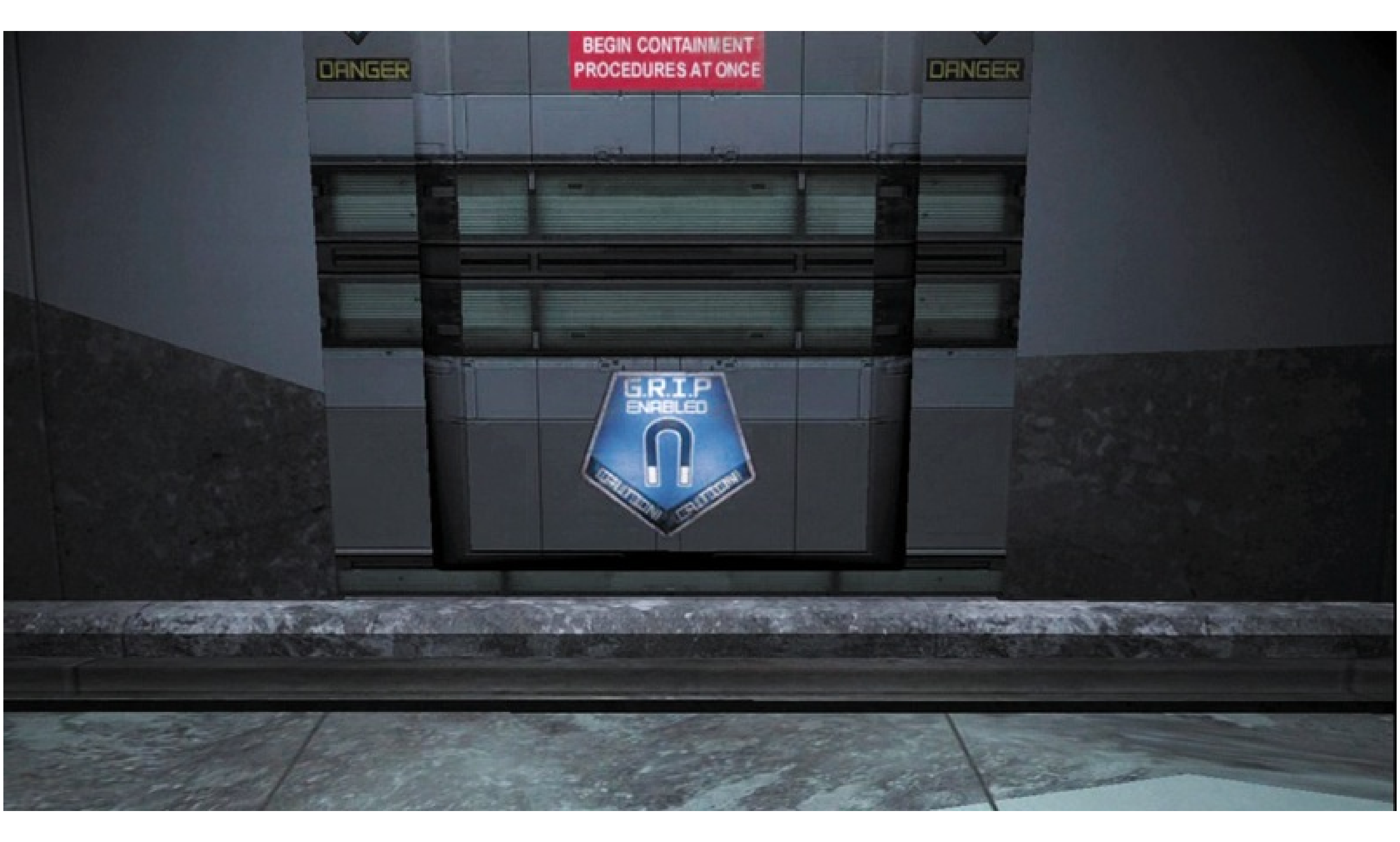
Kinesis



After you pick up a kinesis module, you will be able to manipulate gravity in order to move objects. To use kinesis, hold down the Aim button, aim at the object you want to control, and then press the Kinesis button. If it is an unattached object that is small enough to be moved, it will come and hover in front of you as long as you hold down the Aim button.

Release the button and the object will fall at your feet. This is a great way to pick up items that are out of reach or in an inaccessible area. When you are using kinesis to hold an object, you can also launch it toward a target by pressing the Fire button.

Some objects, such as metal rods or even spikes from dead Necromorphs, can be used as weapons. Just launch them right at your target. Other objects such as explosive or stasis canisters will cause extra effects when they strike a target. Since kinesis never runs out of power, don't be afraid to experiment with it.

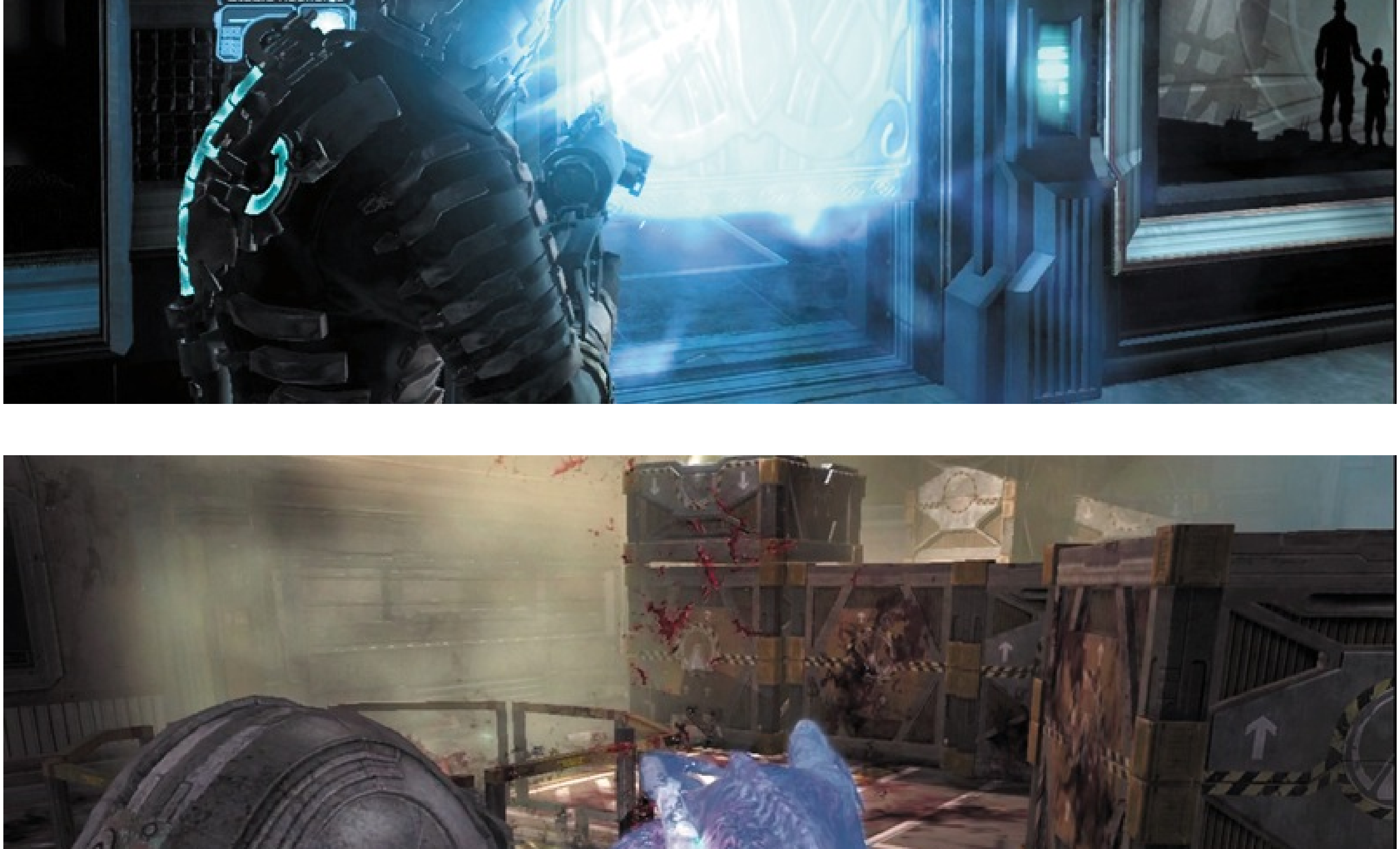


Kinesis also allows you to interact with some parts of the environment. Look for panels or other objects with a GRIP decal on them. You can use kinesis to remove panels to access circuitry behind them or to manipulate larger objects such as moveable walkways.

Isaac's log

Kinesis is necessary to solve some of the puzzles throughout the Sprawl. In addition to being a tool, kinesis is also a great weapon. If you aim at a spike on a dead Necromorph and press the Kinesis button, you can pull the spike off the body and use it as a weapon. In addition, use kinesis when dealing with enemies that have explosives or projectile attacks. You can pick up an explosive sack from a dead Necromorph and launch it at other enemies to kill them.

Stasis



Stasis is another power you gain once you find and attach the stasis module to your RIG. Unlike kinesis, which you can use as much as you like, your RIG has enough power to use stasis only twice when you first begin the game.

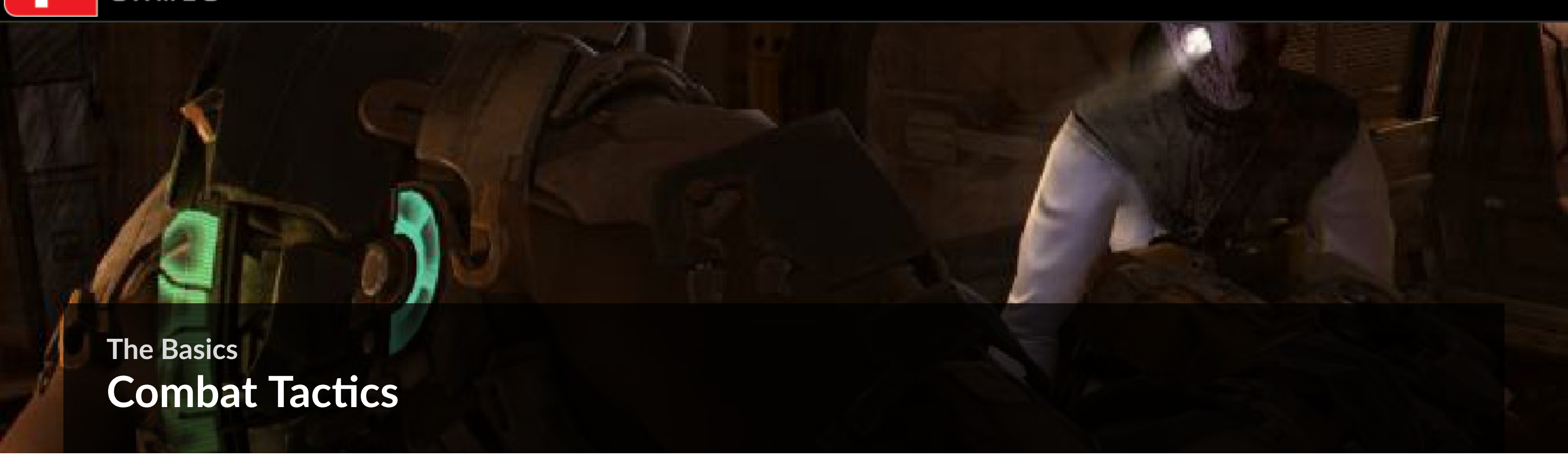
You must then recharge it at a stasis recharge station or with a stasis pack, or wait until your stasis energy recharges on its own. To use stasis, hold down the Aim button, aim at a target, and press the Stasis button. Stasis will slow down whatever it hits.

You can use it against Necromorphs to slow their movement and attacks against you. This is very useful when being assaulted by several of these enemies or by individual Necromorphs that are fast and powerful.

In addition to using stasis on Necromorphs, you can also use it on some objects in the environment. For example, if a door is opening and closing too fast for you to get through, use stasis to slow it down, allowing you to pass through safely. Whenever something is too fast for you to get past or through, use stasis. Also, if you see some stasis recharge stations on the wall, chances are you will need to use this ability.

Isaac's log

Stasis is one of the first things you should upgrade. A fully upgraded stasis module will let you use it four times before it needs to recharge, it will recharge on its own quicker, and the stasis effects will last longer. If you want to survive and succeed as you move through the Sprawl, you must learn to master stasis. This is incredibly important when fighting against large and powerful Necromorphs.



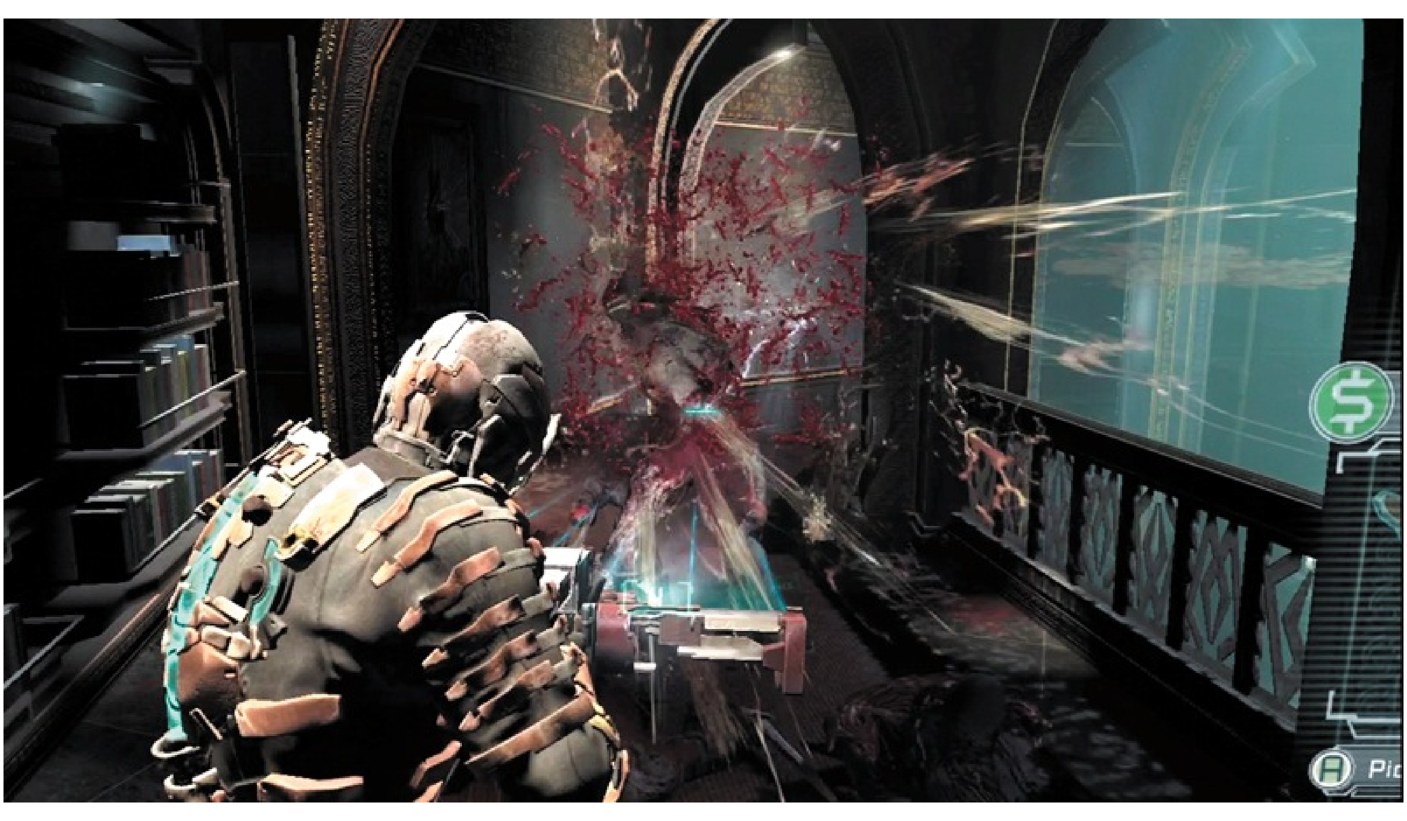
The Basics

Combat Tactics

Combat Tactics

While anyone can merely fire a weapon, you must learn how to use your weapons effectively and use your brain if you want to succeed. The Sprawl is a deadly place, and you can't survive by just blasting away at everything. You will run out of ammo or be overwhelmed by enemies. Therefore, it is vital that you learn combat tactics to give you an edge against the Necromorphs.

Choosing the Right Weapon



First off, you must choose the right weapon for the job. You need a balanced loadout of weapons in your inventory, and you must know which weapon is effective against different Necromorphs and situations. The ripper is great for fighting up close, while the seeker rifle is designed for attacking at long range.

The pulse rifle has a high rate of fire but does not inflict a lot of damage per round, while the contact beam will blow apart most Necromorphs but requires you charge it before you fire a blast. Once you know about the weapons, you need to know your enemies.

Each Necromorph has its weaknesses and an efficient way to kill it. By combining this knowledge with a mastery of the weapons, you will know what weapon works best against each enemy and in which situations. Study the following two chapters that cover Necromorphs and weapons, respectively.

Situational Awareness

As you advance through the Sprawl, it is important to think ahead and be prepared for surprise attacks. As you enter an area, look for duct vents on the walls and ceilings through which a Necromorph might jump out at you. Search for items and alternate paths to reach your destination.

For example, if you must move through a large open area, consider moving along the edges to prevent becoming surrounded. Select an appropriate weapon for the situation. For narrow corridors, choose a close-range weapon; in open areas, a longer-range weapon is often best.

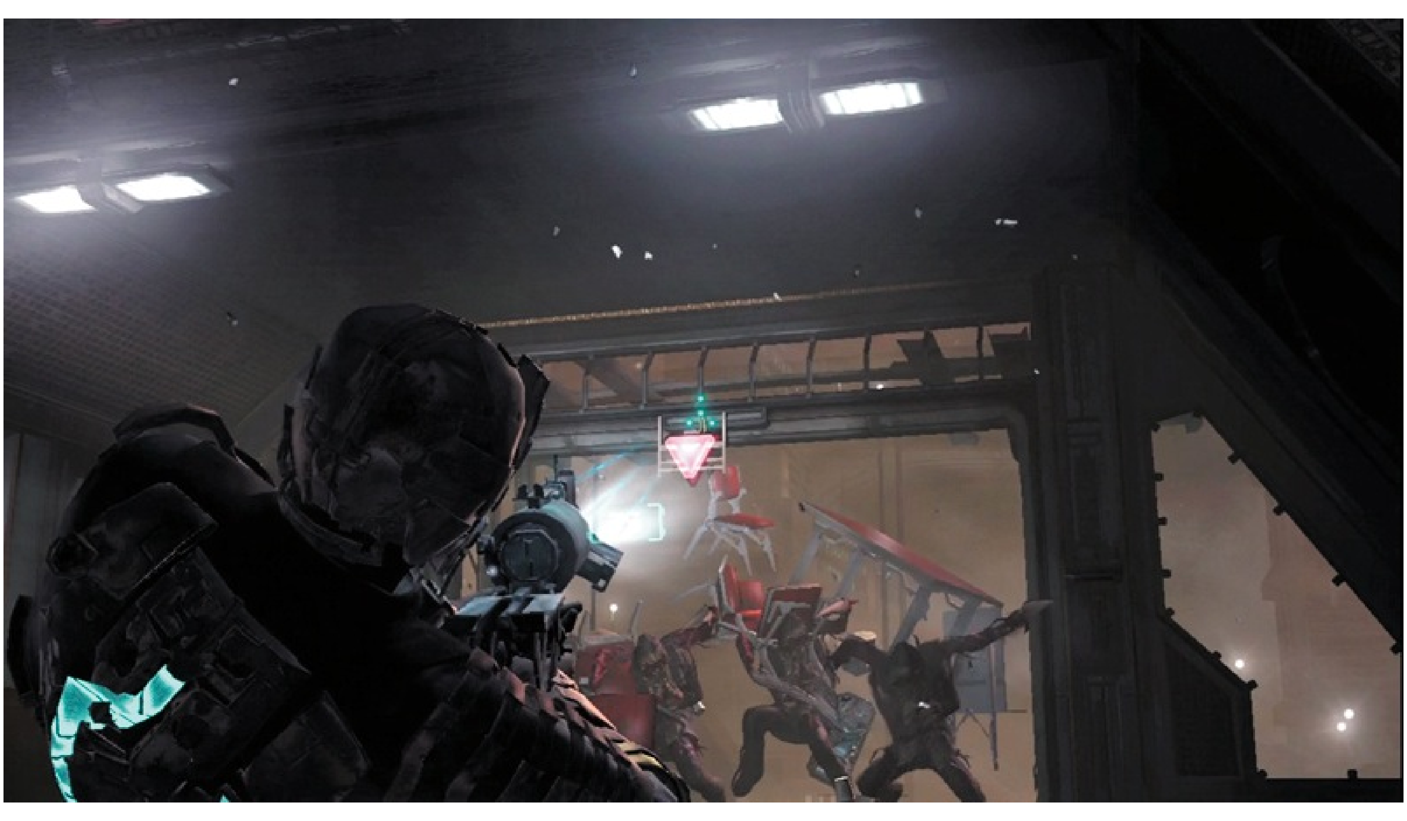
Finally, consider where you can run to if necessary. Is returning the way you came feasible, or should you just try to rush ahead to the next door and get through?

Isaac's log

Whenever I enter a new room or area, I take a few seconds to pause and look around. Usually when you enter a new area, you are not attacked immediately, so use this time to plan. My first decision was choosing the weapon to equip in case of attack.

Next, I figured out where I needed to go and how to get there. I asked myself these questions: Are there alternate routes to the same destination? In case of trouble, where can I go to find safety? After a while, these considerations became second nature. I would enter an area, make my plan, and maintain situational awareness throughout. That is how you survive in the Sprawl.

Using the Environment



As a part of situational awareness, it is important to know how to use the environment to your advantage. Look for obstacles that block movement. Search for objects you can throw at enemies to hinder them or objects you can use as weapons with the help of kinesis.

Since some enemies have ranged attacks, you also need to consider cover. What can you move behind to avoid getting hit by acid or other attacks? Some objects, such as stasis and explosive canisters, have additional effects when you launch them at enemies.

Also locate stasis stations in case you need to recharge your stasis during a fight. In addition, use the area's terrain to your benefit. Look for alcoves or narrow corridors where you can set up defenses such as detonator mines to help protect you.

These spots are also great for holding out in so enemies can't surround you, allowing you to focus your weapons and firepower in one direction, killing anything that comes into your sights.

Isaac's log

I learned to look around for metal rods or canisters. If they were present, I knew I would need them. Therefore, I would either use kinesis to bring them closer to me and then drop them for later use, or I would carry them as I advanced and use them on the first Necromorph I encountered.

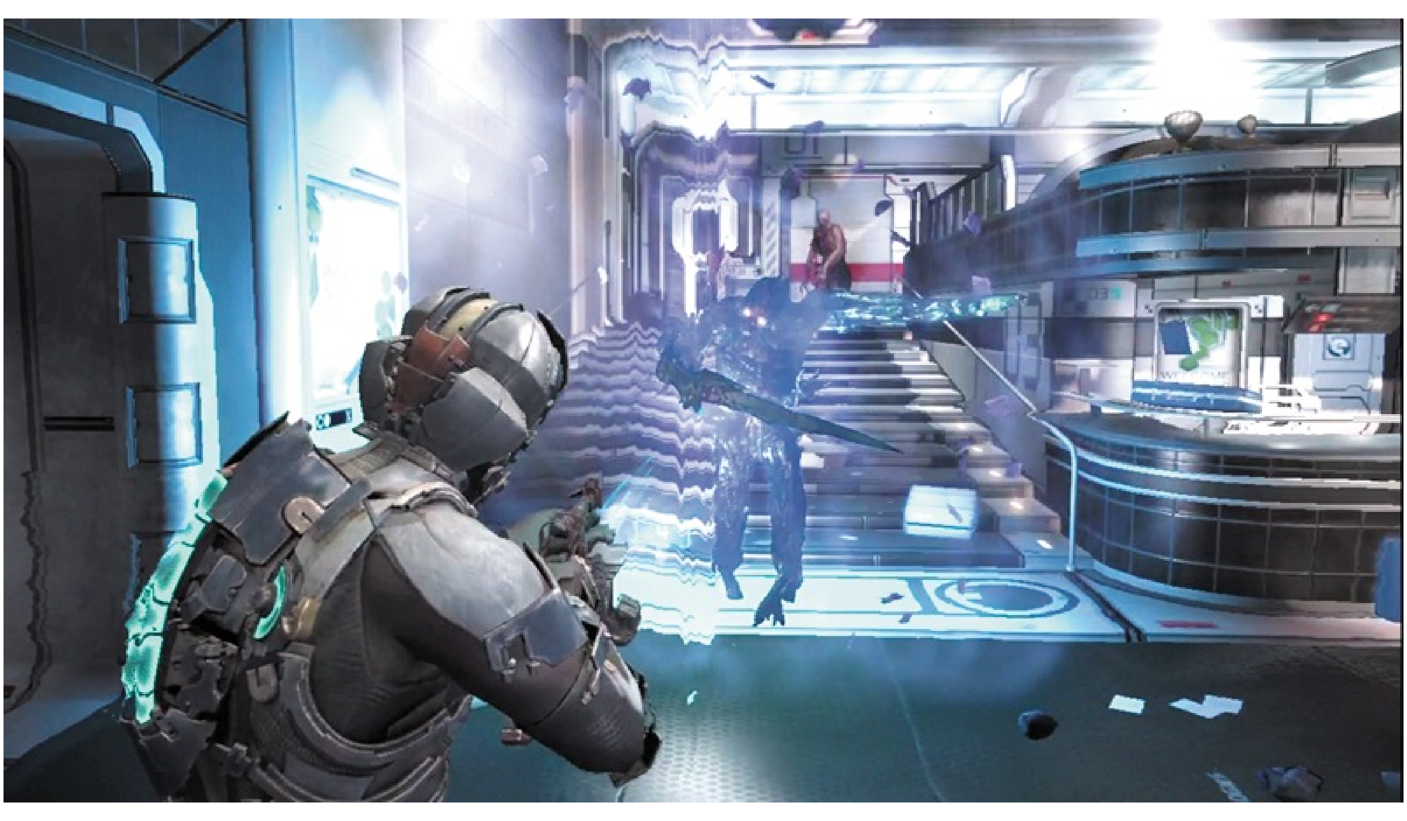
I also used containers to launch at Cysts and other small enemies to smash them or cause them to blow up. One of my favorite tactics was to shoot out large windows that were undergoing construction. This decompressed the room and sucked out all of the enemies.

The tricky part of this tactic was quickly shooting the lockdown switch above the breach so I didn't get sucked out as well.

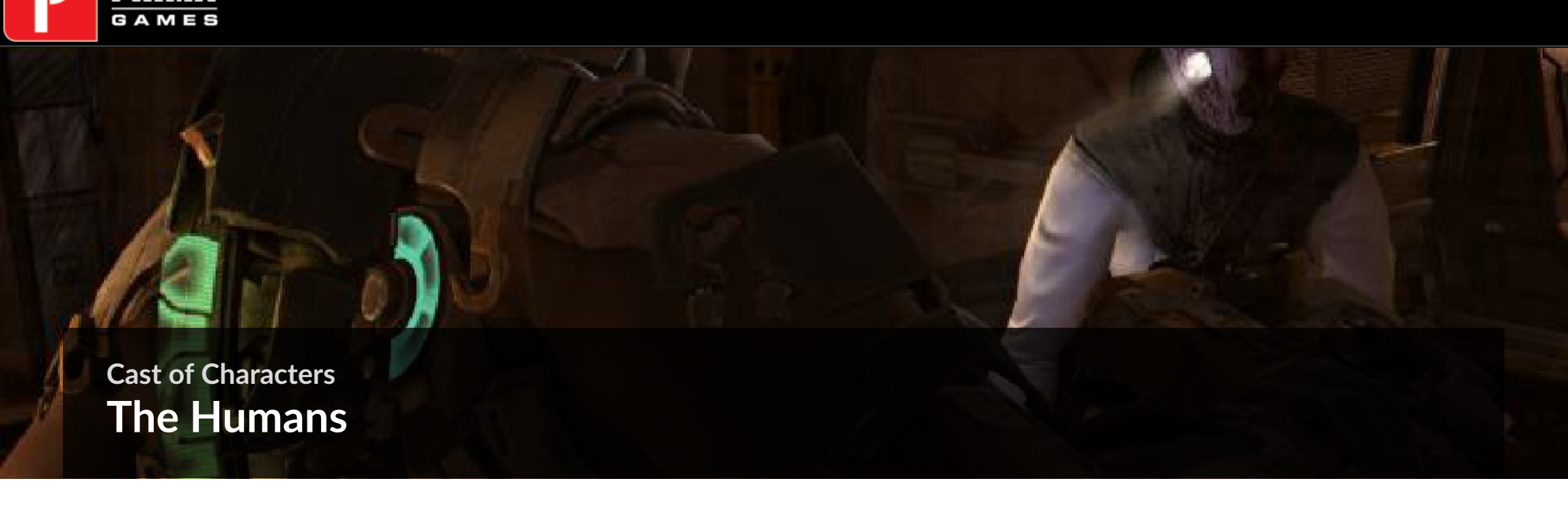
Combining Your Abilities

While each of your abilities is great individually, they become even more effective and powerful when combined. Always consider how you can use stasis, kinesis, and weapons together. As mentioned earlier, stasis is an important ability and the sooner you learn how to use it in battle, the better off you will be.

Hit enemies, either in groups or individual, powerful Necromorphs, with stasis to slow them down. This gives you time to pick up an object with kinesis and launch it or to use a weapon to dismember or destroy the Necromorph while it is caught in stasis.



Stasis alone can't kill, but it gives you an advantage when using other abilities. Another way to combine abilities is to shoot off an explosive sack from an Exploder or a Crawler, then pick it up with kinesis and launch it at other enemies. With a little bit of practice, using abilities and weapons together will become second nature.



Cast of Characters

The Humans

The Humans

Isaac Clarke

Isaac Clarke started as a normal, everyday engineer of the Concordance Extraction Company (CEC). He is sent to investigate a communication blackout on the Ishimura, a planetcracker–class starship where his girlfriend, Nicole Brennan, was stationed. He discovers the crew had been murdered after finding a mysterious artifact called the "Marker" on Aegis VII. Worse, their bodies had been turned into grotesque, rampaging "Necromorphs." He finds Nicole but later learns she is merely a figment of the Marker's dementia and has been dead since his arrival. Isaac destroys the Marker and most of Aegis VII. A disturbing final visage of Nicole leaps at him as he barely escapes with his life.

Three years later, Isaac awakens with amnesia on the Sprawl, a giant metropolis orbiting Saturn. His encounter with the Marker on Aegis VII left codes in his head of how to build another Marker. In the middle of a fresh Necromorph outbreak, Isaac must solve the crazed ramblings of both a fellow patient and his dead girlfriend in order to reach the Government Sector, all while being hunted by the government and the Church of Unitology.

Nicole Brennan

Isaac Clarke's girlfriend, Nicole Brennan was the chief medical officer aboard the USG Ishimura at the time of the Aegis VII incident. In order to avoid falling victim to the gruesome murders unfolding around her, she took a lethal injection to end her own life. Her ghost reappears to Isaac on several occasions in Dead Space, seeming to help him end the outbreak on Aegis VII. In Dead Space 2, she appears in very disturbing forms, taunting Isaac with his survivor's guilt, driving him toward the final mystery of the new Marker aboard the Sprawl.

Nolan Stross

Nolan Stross is a patient in the psyche ward on the Sprawl. His encounter with the Aegis VII Marker was catastrophic, causing him to kill his wife and child in a fit of dementia, which has since left him in a state of psychotic denial. It also left him with codes in his head on how to build another Marker. Stross is more advanced in his dementia than Isaac, and his garbled memories hold the key to destroying the Marker—if he can last long enough.

Ellie Langford

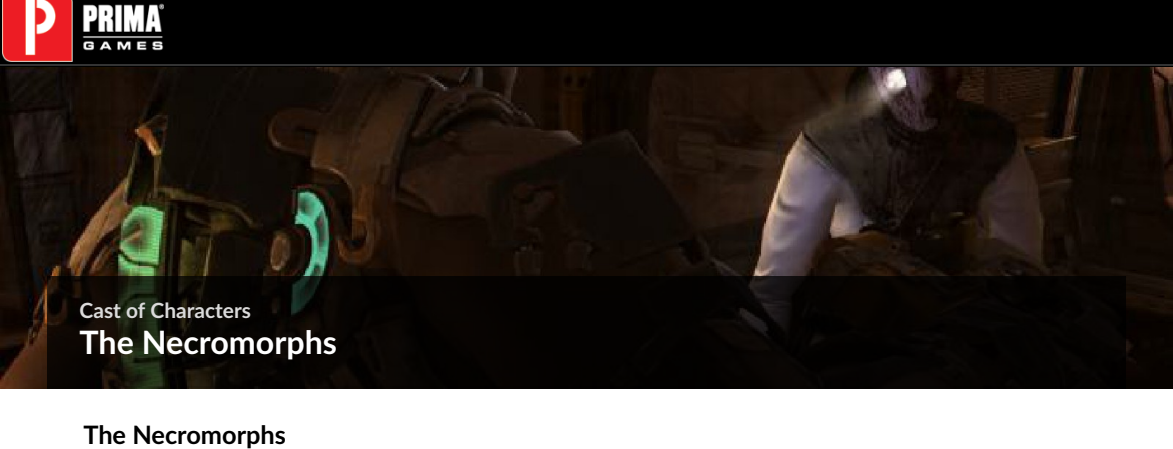
A fellow CEC employee, Ellie is a Class 4 heavy equipment pilot and is at least as smart as Isaac. She is tough enough to hold her own in the Necromorph outbreak, and even views people as a liability under these conditions, including Isaac. Eventually she comes to work closely with Isaac as they struggle to survive the escalating chaos on the Sprawl.

Hans Tiedemann

Hans is the director of administration for the Sprawl, and his family has been in charge of the Sprawl for generations. His life's work has been to sustain and grow the community, even as it fell on hard times after the Ishimura incident on Aegis VII depressed all planetcracking activity—the Sprawl's main source of income. Tiedemann took drastic measures to keep the Sprawl alive, including making a deal with the government he would later regret—a deal that involved a highly secretive project involving Marker research.

Daina Le Guin

This mysterious woman is helping Isaac to escape and is communicating with him to help get him to safety. He has no other choice but to follow her.



The Necromorphs

As Isaac, you will encounter many of the Necromorphs you fought against on the Ishimura. Necromorphs reproduce by reanimating and transforming dead flesh. They act like a virus as they mutate dead bodies into different types of Necromorphs, which in turn will kill living beings in order to create more corpses so they can continue to multiply. Each Necromorph has its own type of attacks and unique vulnerabilities. In order to survive, you must know how best to defeat each of these terrors.

Infector

The main purpose of these winged Necromorphs is to create new Necromorphs by infecting dead bodies. Therefore, whenever you see them, take them out as quickly as possible. The sooner you get rid of Infectors, the fewer Necromorphs you will have to deal with. Infectors use their wings to float around the area and to hold on to bodies as they infect them. They can take a lot of damage, so wait for these to grab a corpse and then shoot off the proboscis (which they use to infect corpses) to kill them. Infectors usually won't attack you until they have infected all of the corpses in an area.

Issac's Log

Infectors are tough to kill. However, I found a quick and easy way to dispose of one. I hit it with stasis while it was infecting a corpse. Then I hit it with a timed mine from the line gun's alt-fire. When the mine went off, it killed not only the Infector, but also the Necromorph that was in the process of transformation.

Slasher

Slashers are one of the first Necromorphs you encounter, and you will face them throughout the Sprawl. They have long, scythelike arms that are razor-sharp and can easily cut through flesh. Once you have the kinesis module, you can kill Slashers by using kinesis to pick up metal rods and then launch them at the Necromorphs. A rod right through the body will do the job. Once you get the plasma cutter, you can dismember them piece by piece. Use the horizontal beam to shoot off both legs. Then sever the arms with vertical beams. This will usually kill the Slasher. However, if it survives dismemberment, stomp on it with your foot to finish the job.

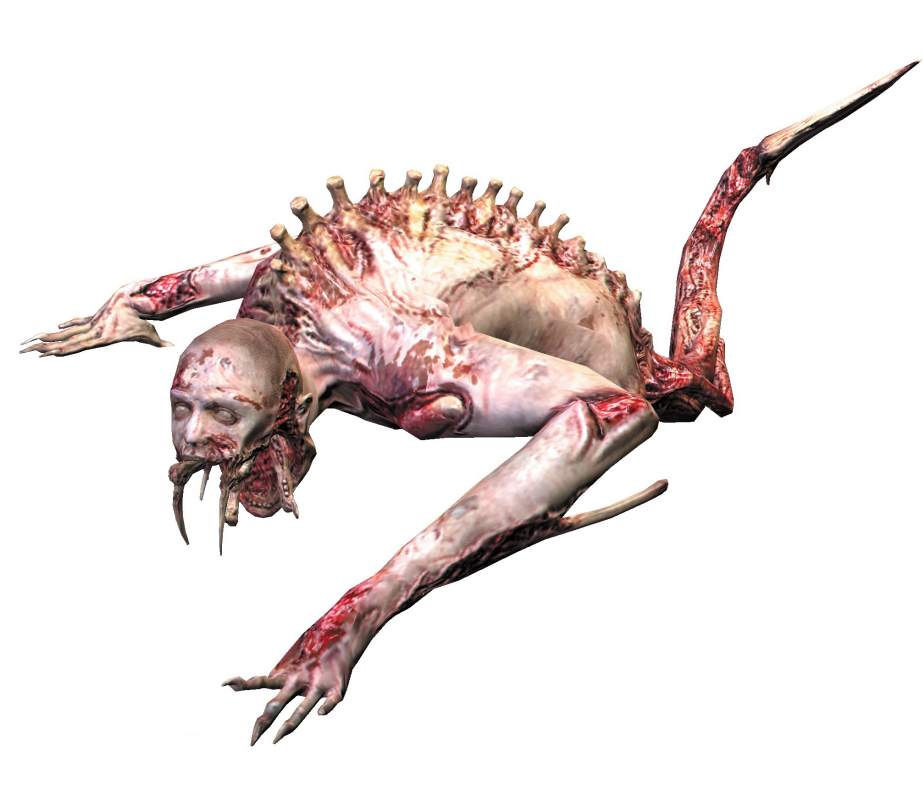
Super Slasher

Later in the game you will come across Super Slashers. These Necromorphs no longer have any human skin or features and are instead covered in a dark, crusty, armorlike skin. These are much tougher to kill, since it takes several shots to blow off a limb. Use a powerful weapon such as the contact beam to kill these with a single shot or hit them with stasis and then quickly dismember them. The ripper is another good option when these Super Slashers get in close to you.

Issac's Log

Slashers are all over the Sprawl. I think I killed more of them than any other Necromorph. Slashers are fast, so remember to take out the legs as quickly as possible to slow down their advance. Even without their legs, Slashers will still crawl after you. I usually used a plasma cutter to dismember these foes. However, with a little practice, I became quite adept at deploying detonator mines right in their path. A single blast would blow these creatures back to their Marker.

Leaper



This Necromorph has no legs; instead, it has a long, slender body that ends in a tail with a stinger. Leapers can crawl up walls and move across ceilings with great speed before they leap toward you to attack. When not jumping, they use their arms to crawl along the ground. They can be tough to hit with your weapons, so slow them down with stasis and then shoot off their arms. Super Leapers have more bluish gray skin than regular Leapers. They are also tougher to eliminate. Use the ripper to kill them if they get in close. Otherwise, dispose of them at a distance.

Issac's Log

I hate Leapers. They move so quickly and are so low to the ground that they are tough to hit with a plasma cutter. And don't even try using a javelin gun. I usually hit them with stasis to slow them down and then used a weapon with an area of effect to kill them. The force gun was good for blowing them back before they could attack. This usually stunned them just enough that I could get a shot at them with the force gun's alt-fire mode. I also found that the flamethrower worked well. I created a wall of flame in front of me and the Leaper would move right into it. The flames stopped the Leaper, and I could then add more fuel to the flames to kill it.

Cyst

You can often hear the groans of these Necromorphs long before you see them. Cysts like to attach themselves to floors, walls, and ceilings—usually hiding in shadows where they are difficult to see. Cysts are only activated by your proximity to them. When the sack opens and the short tentacles come out, it means it is ready to fire. You have a few options here: If it is on the floor, shoot it from a safe distance, which will trigger the explosive pod. The pod will fly straight up, then back down and kill the Cyst. Or, if there are objects around, use kinesis to throw those instead; this will save ammo. If you are low on ammo, approach the Cyst to trigger it, then immediately run backward to avoid the explosion. If the Cyst is on the wall or the ceiling, trigger it to see if the pod's explosion will still hit it. If it won't, then use standard fire to kill it.

Issac's Log

It usually takes a couple shots with the plasma cutter to kill a Cyst. However, as I became more familiar with these enemies, I realized they could actually be useful if there were other enemies around. I walked toward one to get it to launch its explosive sack. Using kinesis, I grabbed the sack and then aimed at another Necromorph and launched it. The explosion usually killed or severely damaged the target. I could use the Cyst again to get more sacks—like my own personal explosive supply.

Puker

Pukers are dangerous and should usually be a priority target. The key to killing this Necromorph is keeping your distance. Never stay in one spot, as the Puker has two attacks. The standard puke attack spits acid and will damage you from several feet away. If the Puker is far away, it will target you with a sticky attack that slows your movement. It telegraphs this attack with a big inhale; this has a much longer windup than the standard puke attack. This attack doesn't do any damage on its own, but in a large battle, the loss of mobility can be a game changer. To defeat the standard attack, use strafing tactics and go for the limbs. Keep your distance as you do this, because the fluid that spurts out as the Puker dies will still hurt you. Later in the game, Super Pukers will come after you. Hit these with stasis since it takes quite a bit of damage to take off their legs to slow them down. Once in stasis, blow them apart with a powerful weapon such as the contact beam.

Issac's Log

Pukers can move fairly quickly to get into range for their acid attacks. Therefore, as soon as I see one, I either hit it with stasis to slow it down or shoot off its legs. Then I take off the arms or hit it with a more powerful weapon to kill it. Shooting off a Puker's head does not stop it. Acid will still spew from its neck and can hit you. A javelin gun usually works well. Fire at the body and then electrify the javelin for more damage. If the first javelin does not do the job, follow up with a second while it is still stunned from the electricity to finish it off.

Pack

Pack are small, humanoid Necromorphs that charge at you and jump on you, using their claws to kill you. They almost always move around in groups. If there are only a few Packs, use melee on them, as they are usually a quick one-hit kill. However, don't try this if there are enough to surround you—they'll interrupt your melee swing before you can connect. They tend to run after you in a straight line, bunching up as they go. If space permits, run away from them for a few seconds to get a string of them following you. Then turn around, use stasis on the one in the lead, and then shoot it with a javelin shot. As it flies back in slow motion, trigger the alt-fire, and you'll electrocute all of them in a row. A line gun's primary shot also works well in this situation, as it will mow through them like grass.

Issac's Log

Pack are pretty easy to kill individually. A single shot from the plasma cutter will do the job. However, you usually have three or more coming at you at the same time. Therefore, the pulse rifle is actually a good choice, since its rapid fire allows you to mow down several Pack at a time. This weapon's alt-fire grenade launcher is also a good way to kill several Pack at once. Aim at their feet and the blast will take out a group. If you have the ripper instead, back into a corner or against a wall to prevent yourself from being surrounded and then let them run right into your spinning saw blade.

Pregnant

These Necromorphs have long blades at the ends of their arms. They will try to get in close to attack like a Slasher. While they look large and clumsy, they actually move quite fast. The first rule is to never shoot the sack in the belly. Doing so will release the Swarm, which will make any fight more difficult. Even worse, it won't kill the Pregnant, which will still crawl after you. Going for the leg shot is tricky, because you might hit the belly. Try hitting the Pregnant with stasis and then take off the blades and the head to kill it.

Issac's Log

I discovered that weapons such as the flamethrower worked quite well on the Pregnant. Even if the Swarm escaped, the flames would hit and kill them as well. Another tactic was using stasis and then putting a timed mine from the line gun next to the Pregnant. When it blew up, so did the Necromorph and everything inside.

Swarm

These tiny Necromorphs will rush at you and try to jump on you to attack. Although they are weak on their own, a group of them crawling around can kill you and will definitely tip the fight in the Necromorphs' favor during a bigger confrontation. Use weapons that inflict area damage such as the alternate attacks for the contact beam, line gun, flamethrower, javelin gun, or pulse rifle; these weapons will let you kill several Swarm once. When dealing with only a few (four or less), it's sometimes easier to let them jump on you; then quickly mash the Action button to get them off, rather than wasting the ammo.

Issac's Log

If Swarm were headed toward me, I found the pulse rifle's primary fire worked well. I just fired a short burst at each Swarm and that was that. Also, the force gun's primary attack caused enough damage to usually kill several Swarm as it pushed them back away from me.

Spitter

The Spitter is very similar to a Slasher. In fact, when you first see them, you may mistake them for Slashers. However, they have a ranged projectile attack that can cause damage to you, unlike the Puker's long-range attack. You can dispatch Spitters using the same methods as the standard Slasher—take off its arms to kill it. Spitters move fast and if they get in close, they will use their long spikes to attack rather than spitting at you.

Issac's Log

When they are close, Spitters act just like Slashers, so I used the same tactics against them. However, at longer ranges, I had to watch out for their projectiles. I would hit them with stasis and then kill them. I also caught their projectiles with kinesis and launched it back at them. When there were several Spitters attacking along with other enemies, my best strategy was to back away and leave a barrier of detonator mines in front of me.

Lurker

These small Necromorphs can walk up walls and even across ceilings. Once they find a spot, they stop and extend three tentacles above their body. These tentacles will each fire a projectile at their target. If you see a line of three projectiles headed your way, follow their trajectory back to find the Lurker. The Lurker's body can absorb a lot of damage; don't fire here unless you have to. Instead, take your time and dismember the tentacles. Shooting off all three will kill the Lurker. If you try to move around a corner to escape the Lurker's field of fire, they will usually come after you so they can continue firing.

Issac's Log

Lurkers can be a big pain since they usually attack at long range. A line gun shot just above the head will do wonders—cutting off all tentacles with one shot. I also found the seeker rifle to be quite effective. A couple of shots in zoom mode right into the body killed a Lurker every time.

Crawler

As their name implies, these small Necromorphs crawl toward you to attack. They can crawl down walls and out of holes in the wall. When they get close, their yellowish explosive sack will blow up and injure you. Keep your distance, as most points on this Necromorph are weak spots that will trigger an explosion. Use it to kill other enemies in the vicinity. If you can, shoot off the head, which will leave the explosive sack intact. Use kinesis to pick this up and throw it. Using kinesis to throw a blunt object into the Crawler can also sometimes kill it and leave the sack intact.

Issac's Log

The easiest way to kill a Crawler is just to shoot it. One shot into the yellow sack will blow it up, damaging anything nearby—including you. Shooting off the head can be tough when they are coming straight toward you. Instead, try to do this as they are moving sideways or down a wall so you can aim at the head without having to worry about your shot penetrating the explosive sack.

Exploder

This suicidal Necromorph will shuffle toward you with a yellowish sack. This glowing sack will trigger a huge explosion that will instantly kill the enemy. This is great when it happens near a bunch of other Necromorphs, as it will deal huge damage to them. It's not so great when it happens next to you or next to a decompression window. If you hear the telltale scream that signals it's about to use its explosive attack, don't try to shoot it. Even if you do hit the sack, you'll be damaged by the explosion. Instead, run—or better yet, hit it with stasis and then run.

Issac's Log

When facing an Exploder, I aimed for the head and the shoulders. This usually killed the Exploder and left the explosive sack intact. I could then pick it up with kinesis and launch it at other enemies. However, if I did not have time to do this, I would shoot at the sack. This got rid of the Exploder and any other nearby Necromorphs.

Stalker

Stalkers are intelligent Necromorphs that work together to try flanking you. Your first glance of them is usually them moving around behind cover and then peeking around a corner at you. When you see this, the Stalker is usually getting ready to charge. Try to back up to a wall so they don't surround you. Rarely will they charge while you are looking right at them. Instead, they wait until you look away. If you have a seeker rifle, put it in zoom mode and then shoot for the head. A single hit will usually kill a Stalker. If one starts to charge, hit it with stasis and then shoot off the arms to kill it. Later you will have to deal with Super Stalkers. They are tougher to kill. Hit them with stasis to slow them down and then cut them up with a ripper. While they are in stasis, use the contact beam to blast them away.

Issac's Log

Unless you are using a seeker rifle, don't shoot at their heads while they are peeking. They will just duck back behind cover quickly. The line gun is a great weapon for dealing with Stalkers, since it has a wide beam that causes a lot of damage. Aim at their shoulder level while they are charging; a single shot will almost always kill them. Since Stalkers will always charge at you in a straight line, deploy some detonator mines between the two of you. When the Stalker races into the mine, the explosion will kill it.

Divider

This tall Necromorph will come at you to attack. When you shoot it enough to kill it, the Divider splits into its smaller parts called Divider Spawn. Hit the Spawn with stasis while they are all bunched up. Then use a weapon whose alt-fire causes damage over an area such as grenades or mines. If the Spawn spreads out, get your back to a wall so you can see where the attacks are coming from; then use the flamethrower or force gun to attack an area through which the pieces are coming at you.

Issac's Log

Once the Divider broke up, I found the Divider Spawn were tough to hit with the plasma gun or any other direct-fire weapon. The pulse rifle's rapid fire works well for taking out these Spawn. I also used its alt-fire grenade attack to deal with these creatures.

Brute

These large Necromorphs are tough to kill. They are essentially bosses with whom you must spend some time dueling. The glowing weak points at the shoulders and knees are the obvious targets. Wait for the charge, then strafe and fire at the exposed areas. Don't try to strafe while firing; the Brute can adjust enough to still hit you. If you don't have a lot of room to strafe, hit it with stasis and concentrate fire on the weak points. Taking out the legs will slow the Brute down, but it still has a nasty bite attack and a projectile that fires from its belly. Catch this projectile with kinesis and throw it back to save ammo.

Issac's Log

Whenever a Brute came at me, I quickly hit it with stasis and began shooting at the yellowish infected flesh on its shoulders. I concentrated on a single shoulder until I could shoot off the arm. That was usually enough to kill the Brute. If not, a few shots into the other shoulder usually did the job. Powerful weapons such as the contact beam also worked well when aimed at the weak spots.

Guardian

Guardians are large Necromorphs that attach themselves to walls and block corridors. Don't try to run past them, since they have an instant-kill attack. As soon as it detects you, the Guardian start throwing out its pods; these pods will launch projectiles from a single tentacle. Don't worry about them unless you have to. Take out the Guardian first, then deal with the pods. If an explosive canister is around, use it to kill it with one shot. Otherwise, go for the tentacles that come out and attach to the wall. There are a lot of them, and they can retract, so using stasis will let you take out several in a row. Afterward, shoot the tentacles to kill the pods.

Issac's Log

Whenever I faced a Guardian, there was almost always an explosive canister around. However, if I had a line gun, I hit the Guardian with stasis and then placed a timed mine next to it. When the mine detonated, it killed the Guardian. These enemies will always give up a semiconductor when they die, so pick these up to sell at the store for credits.

Tripod

The Tripod is another boss-type Necromorph. You face it at the end of Chapter 1. It is fast and can cause a lot of damage. Slow it down with stasis and then shoot at the yellowish infected flesh on one of its arms. Keep shooting at one arm until you shoot it clean off. Then work on the other arm to finally kill it. As long as you keep this enemy in stasis and focus on its weak spots, these are not too tough to kill.

Issac's Log

When fighting a Tripod, especially before you get some powerful weapons, look for a stasis station so you can recharge your stasis module and keep this Necromorph in slow motion.

Nest

This giant Necromorph can be tough to kill unless you know what to do. As with all Necromorphs, the glowing sacks are the weak spots. The Nest is stationary; however, its arms wave around, making the weak spot a more difficult target. In addition, it will fire projectiles at you. After it launches its projectiles, the waving arms will remain motionless for a few seconds. This is your time to attack. Dodge the projectiles and then shoot at the glowing sacks. When you destroy all three, the Nest dies.

Issac's Log

A timed mine launched with a line gun's alt-fire can often kill a Nest if you place it correctly. I also liked using the seeker rifle in zoom mode. This allows me to attack from long range and gives me more time to evade the projectiles. One shot from the seeker rifle will destroy a pod. Get two more hits and the job is done.

Ubermorph

The Ubermorph appears late in the game and cannot be killed. As soon as you dismember it by shooting off all its arms and legs, its body will quiver on the floor and then regenerate all of its limbs and begin coming after you again. Weapons such as the contact beam will only push it back; it won't dismember it. However, the contact beam's alt-fire is a good option, especially if you have the special upgrade that puts nearby enemies in stasis as it blows them back. Stick to weapons that will take off limbs. Since you can't kill the Ubermorph, shoot it to stop it temporarily, and then keep moving.

Issac's Log

I used stasis a lot when dealing with the Ubermorph. I would shoot off its legs and then hit it with stasis. Without legs, the Ubermorph had to crawl, which slowed it down. Then stasis made it nearly immobile, which bought me some time. When it got close to me again, I shot off its arms and hit it with stasis again to slow down the regeneration phase. The key to fighting the Ubermorph is to damage it, slow it with stasis, and then run away. Since it will follow you, sometimes using the ducts to get around closed doors, always be ready to use the same tactics.

Tools of the Trade

Weapons

Plasma Cutter

This high-energy tool is designed for cutting through minerals. Therefore, it will have no trouble slicing through Necromorphs. You pick up this weapon during Chapter 1. The plasma cutter fires three projectiles in a linear formation. You can change it from vertical to horizontal mode by pressing the Alt-Fire button. Use it in horizontal mode to cut off legs or tentacles. Vertical mode is best for cutting off arms.

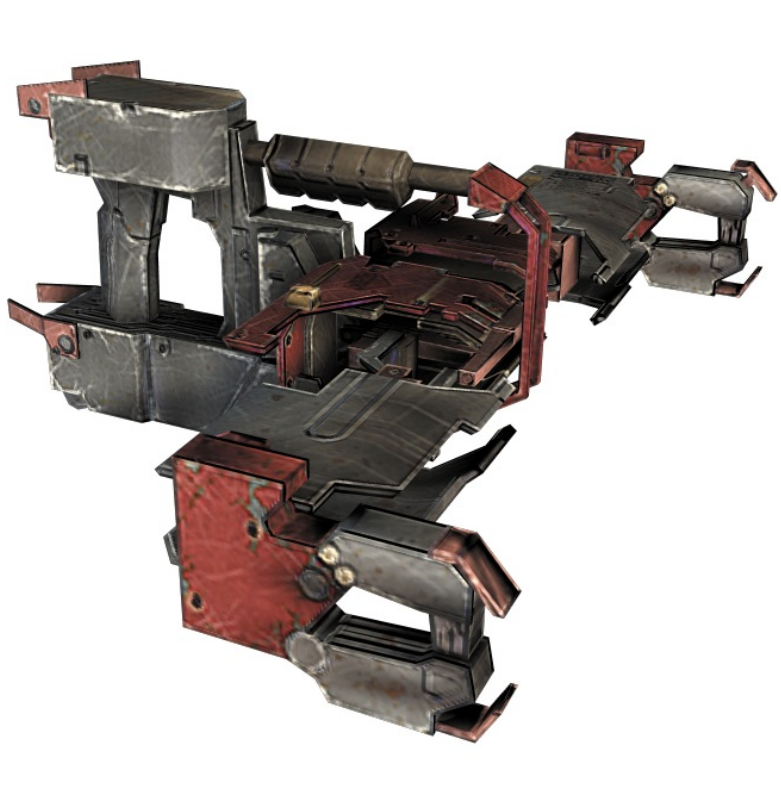
Issac's Log

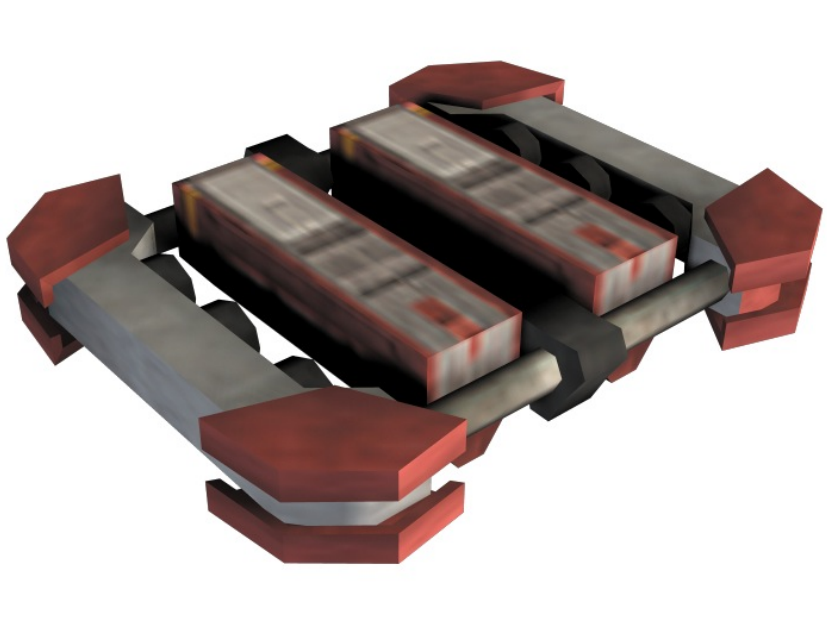
Of all the weapons, I found the plasma cutter to be the most useful. Since the most effective way to kill Necromorphs is to dismember them, I used the plasma cutter to cut off limbs. In vertical mode, I shot off the arms. That would usually put a Slasher down. However, if they were coming at me fast, I switched to horizontal mode and shot off a leg or two. That gave me time to switch back to vertical and sever the arms. Since ammo was somewhat limited, I tried to conserve it as much as possible. Although the plasma cutter is not the most powerful weapon, you can use it against every Necromorph. I carried it across the Sprawl and could always rely on it as a backup weapon for dealing with all types of threats.

Upgrading

It is also a good idea to upgrade this weapon as much as possible. As you encounter tougher Necromorphs later in the game, you want to make sure you have upgraded the damage and the capacity, since it is important to be able to fire more shots before you have to reload. With increased damage, you don't have to get as many hits. It is a good idea to work toward the special upgrade. This will leave a burning flame on the target that will last several seconds, inflicting damage. This is useful against large Necromorphs that require several hits in weak spots in order to kill them.

Line Gun





The line gun fires a wide horizontal beam. By upgrading this weapon, you can increase the beam's width. With the line gun, you can cut two legs off a Necromorph with a singe shot and is even great for firing at groups bunched together. The line gun causes more damage than the plasma cutter, which makes up for its slower rate of fire. The alternate mode deploys a timed mine. Just aim where you want the mine to go and then press the Alt-Fire button. The mine will shoot out and then detonate after a few seconds, causing lots of damage to all nearby Necromorphs. This is another weapon that comes in handy for much of the game. You can purchase this weapon at the store during Chapter 2.

Issac's Log

I found the line gun to be very effective against Necromorphs. While it was slower to fire and reload, each blast packed a lot of punch. Whenever I was attacked by several enemies at once, I whipped out the line gun and fired at the legs to drop them to the ground. Then I deployed a timed mine in front of the crawling group and backed away while they blew up. As I upgraded this weapon, I was able to just fire it at waist level and cut several types of Necromorphs in half.

Upgrading

The line gun has quite an extensive upgrade schematic. In addition to upgrading damage and capacity, it increases the beam's width and lets you cause more damage over a wider area. This makes the line gun more effective at taking down groups of enemies. However, also invest your power nodes in reload to counter this weapon's slow reload time. The duration upgrade can be useful since it reduces the amount of time it takes for the timed mine to detonate. If you like using the mine, upgrade the alternate ability to increase the damage and blast area of the timed mine.

Javelin Gun

The javelin gun, a pneumatic spear launcher, is a new weapon to Dead Space 2. Fire it at a Necromorph and it will impale the target, causing considerable damage. Press the Alt-Fire button to make the recently fired javelin emit an electric charge that will usually finish off the target and will even damage nearby Necromorphs. This weapon is best used from medium to long range and has a slower rate of fire than the other weapons. However, a single shot with a zap of electricity will take care of most Necromorphs. You can purchase this weapon at the store during Chapter 2.

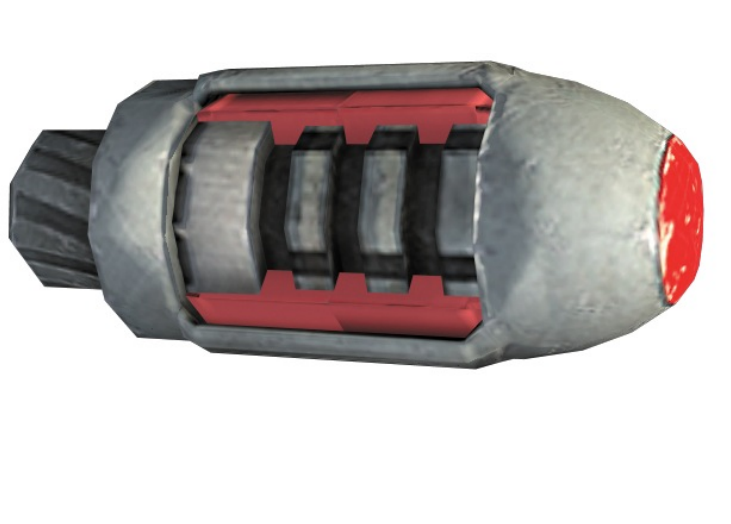
Issac's Log

During the early part of the campaign across the Sprawl, I used the javelin gun quite a bit. It would throw back most enemies, and after it hit, I would electrify the javelin to finish off the Necromorph and damage any other nearby ones as well. For smaller enemies, I would fire a javelin into the ground in front of them and then electrify an entire group as they walked past it. I liked this weapon even more after I upgraded it with the special ability. The explosion at the end of the electric charge made this one awesome weapon. The only downsides to this weapon were the time it took between shots and the difficulty to hit targets moving laterally instead of right toward me. To help ensure I got a hit, I always aimed for the center of the enemy's body, rather than a limb. However, when faced with powerful Necromorphs such as a Brute, I aimed for yellowish weak spots.

Upgrading

This is one weapon for which you want to upgrade the alternate mode and the damage. Capacity and reload are not quite as important as these first two attributes. It is a good idea to start at the top track of the schematic and work your way toward the special ability, picking up damage and alternate mode along the way. Once you have the special ability, the javelin will explode after releasing its electrical charge, causing even more damage to the target and anything nearby.

Pulse Rifle



While many of the other weapons are tools, the pulse rifle is an assault rifle used by the military. This gun has a very high rate of fire and shoots small projectiles. Each round does not cause as much damage as a shot from the plasma cutter. However, when you have lots of small Necromorphs coming at you, the higher rate of fire and large ammunition capacity makes up for the lower damage inflicted. When you need an additional punch, press the Alt-Fire button to launch a grenade at your target. (Just be aware that each time you fire a grenade, it uses up several rounds of ammunition.) These grenades are great for clearing out groups of small Necromorphs. You can find the schematic for this weapon at the start of Chapter 3 and then purchase it at the store once you upload the schematic.

Issac's Log

The pulse rifle is a good weapon for dealing with smaller Necromorphs. If you have enough ammo, you can also use it against medium-size enemies. I used it mostly while I was wearing the security suit, since it provided a damage bonus for the pulse rifle. As an engineer, I preferred weapons that were more precise or packed a lot of power. However, the advantage to the pulse rifle is I didn't have to aim at limbs to dismember foes attacking in a group. I could just open fire and let the rounds chew up the enemy.

Upgrading

When upgrading the pulse rifle, concentrate on damage and capacity. Since it starts out holding only 50 rounds, those go quick and you will find yourself constantly reloading. By increasing damage, you help alleviate that problem since it takes less shots to kill enemies. The grenade launcher alternate fire is a real bonus for this weapon, so upgrade your alternate ability as well. Once you get this upgraded, a grenade will blow back most Necromorphs and cause more damage. A fully upgraded pulse rifle is a considerable weapon if you have plenty of ammo for it.

Note

When playing as humans during multiplayer matches, you are always equipped with a pulse rifle as one of your two weapons. Therefore, it is a good idea to get used to using this weapon effectively against Necromorphs.

Detonator

Please click to enlarge

The detonator is one of the more unique weapons in the game. It launches an explosive mine that deploys laser trip wires. Anything that moves through these trip wires detonates the mine—including you, so be careful. Deploy mines on the ground so the trip wires go vertical, or you can launch them onto walls for horizontal trip wires. Detonator mines are very effective in narrow corridors when Necromorphs are coming toward you. Deploy them right in front of the enemy and they will walk into your mines. If you want to move on and do not want to leave any mines behind, aim at a deployed mine and press the Alt-Fire button to deactivate it. You can then pick it up and return it to your inventory. The schematic for the detonator is in Chapter 5.

Issac's Log

The detonator quickly became one of my all-time favorite weapons. Whenever I entered a new area, I quickly deployed several mines around me—especially if I saw or heard Necromorphs headed my way. A mine could take out small and some medium-sized enemies. However, even if it did not kill an enemy, a mine would damage it and make it easier to kill with another weapon. Use detonator mines to protect you when hacking a console or performing a task. When a mines blows up, you know that threats are nearby; use these as a warning and as a weapon.

Upgrading

The detonator is another weapon that requires a different style of play. You must think ahead to use it, since it requires some time to launch the mines and more time for them to deploy the laser trip wires. If you are going to use this weapon, it is important to upgrade its damage. The more damage you can add, the more effective each mine will be. A detonator fully upgraded with damage can cause a lot of devastation. Be sure to also upgrade the special ability and the radius of damage for the mine. A fully upgraded detonator in the right hands can wipe out a horde of Necromorphs.

Ripper

Upgrading

The ripper is an industrial saw that can cut through just about anything—especially Necromorph flesh. When you fire it, a saw blade shoots out and hovers, spinning, a short distance in front of you. As you move to aim, the saw blade moves with you. Step forward to cut into enemies or stay put and let them run onto your blade. Just keep the blade in contact with enemies to inflict damage until they die. For distant targets, press the Alt-Fire button to launch a saw blade. This can actually cut through several enemies. Look for the ripper schematic in Chapter 5.

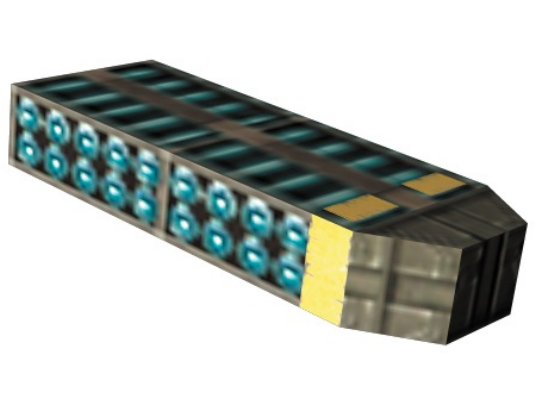
Issac's Log

Once I found the schematic and then purchased the ripper at the store, I used it extensively. While I preferred to kill Necromorphs at a distance, they always seemed to jump out at me and attack at close range. This is where the ripper excels. I often carried the ripper around with me so I was ready for close-up attacks, then switched to another weapon if I needed a ranged attack. The alternate attack was great for dealing with Lurkers and Pukers when I wanted to inflict some quick damage at range. For the Pukers, this gave me time to switch to another weapon to finish it off.

Upgrading

The ripper is a great close-combat weapon. While it is quite effective as is, you can really cut through Necromorphs by upgrading the damage. It is also a good idea to upgrade duration so that each saw blade will last longer. It can be bad when you must fire another blade in the middle of sawing through an enemy. If you plan on using the ripper's alternate-fire mode, it is vital to upgrade the alternate nodes. These are all along the top path of the schematic. Once the ripper is fully upgraded, its blades will saw right through most Necromorphs at a distance. It also can wreak devastation on a group of enemies in a narrow corridor.

Seeker Rifle



The seeker rifle is a long-range weapon. It fires a single round at a time. Press Alt-Fire to change to zoom mode. This gives you a closer view to distant targets. In addition, while in zoom mode, each round causes more damage. Therefore, when using the seeker rifle, it is always a good idea to use zoom mode. Don't use this weapon at close range, since other weapons are more effective in that role. The schematic for the seeker rifle can be found in Chapter 6.

Issac's Log

At first I was not very impressed with the seeker rifle. It seemed to be just a pulse rifle that fired only one round at a time. However, I realized that when I needed to eliminate enemies at long range, especially those with projectile attacks, the seeker rifle was the best weapon for the job, bar none. I often used it to kill Lurkers since their small size made them tough to target at long range. It also worked great for getting rid of Pukers from range and for killing Nests. While equipping it meant I could not take along another weapon, the seeker rifle often made up for it when I had to deal with those distant enemies.

Upgrading

The seeker rifle's upgrade schematic actually has two separate paths that do not connect. Upgrade the alternate path completely since this is usually what you will use when attacking with the seeker rifle. These are all on the top path. It is also a good idea to upgrade both damage and ammo capacity.

Flamethrower

The flamethrower is actually a hydrazine industrial torch that you can use to set fire to several enemies with a streaming blaze. Unlike some of the other weapons, the flamethrower's range is limited. However, it is great for attacking lots of smaller Necromorphs as they come at you. The flame is wide, so don't use this for dismembering. Instead, fire it at an enemy's center to torch as much of it as possible. Fire it in bursts and then back away. The flames will continue to burn the target and inflict more damage. The alternate attack is great for causing a lot of devastation. It launches an entire fuel canister at the target that explodes on impact and damages not only the target, but also anything nearby. You can find the schematic for the flamethrower in the school toward the end of Chapter 6.

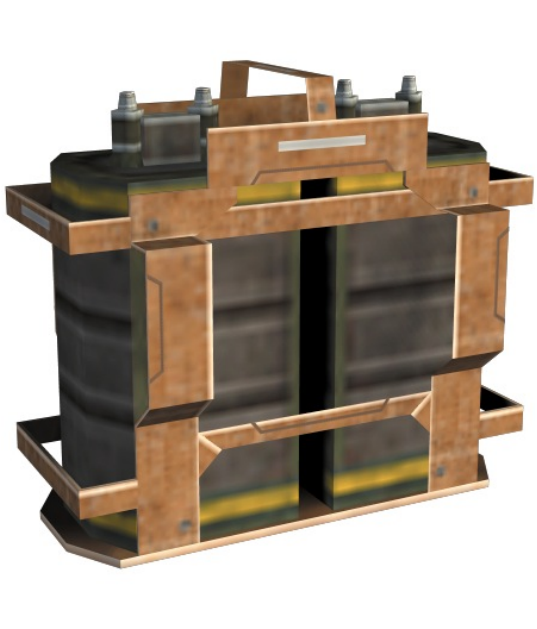
Issac's Log

The flamethrower is another area-of-effect weapon. As such, I liked using it to deal with lots of smaller Necromorphs. The key is to flame all of them and then back away while they burn to death. The flamethrower was also effective when several medium-sized enemies were coming at me. Once I set them on fire, they usually stopped charging for a bit. If you use the flamethrower, be sure you have plenty of fuel for it and don't forget about the alternate attack. Launching a flaming bomb can stop several enemies grouped close together. In addition, be sure you have another weapon to fall back on since the flamethrower can't do everything.

Upgrading

When upgrading, it is important to focus on damage and capacity, since these are the weaker aspects of the flamethrower. If you want to use the alternate fire, the top track of the schematic will let you max out the damage of the flame bomb with only six power nodes. The flamethrower requires a different style of play; therefore, it is a good idea to try it out. If it does not work for you, don't waste power nodes upgrading it and stick to other weapons.

Force Gun



The force gun is a handheld graviton accelerator. It fires a short-range, high-powered blast of kinetic energy over a wide area. It acts as a blunt blow rather than a penetrating shot. Fire it at Necromorphs to push them back while causing some damage. This will affect not only the target, but also anything nearby. This is great for when enemies are charging at you. While it won't kill most Necromorphs, it is handy to blow back several enemies that are charging you in close quarters. Press the Alt-Fire button to fire the kinetic energy in a tight-radius energy projection. This causes more damage to the target and can be fired at longer ranges. However, it does not affect other things nearby. This alternate attack can blow an enemy to pieces. The schematic for the force gun can be found in Chapter 7.

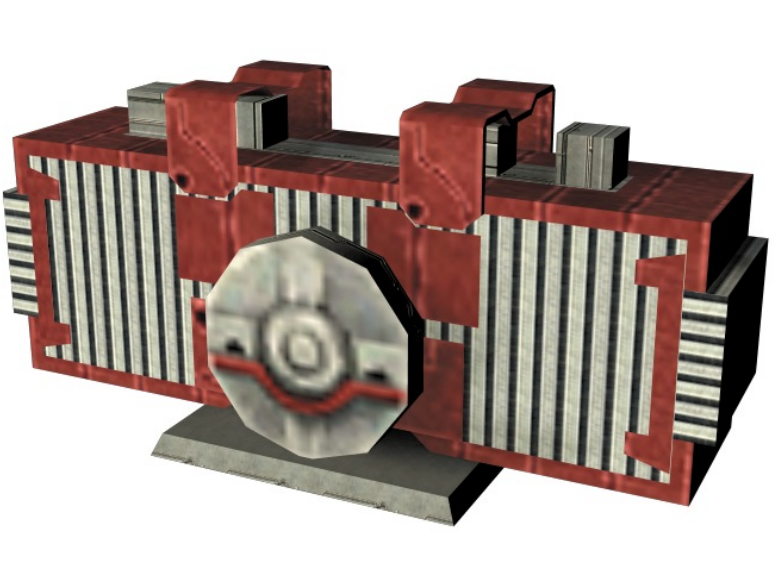
Issac's Log

The force gun is an interesting weapon. I tended to use its alternate attack more than its primary attack. It was especially useful when I had several enemies coming at me. I would blow them back with the primary attack, hit the strongest ones (or the biggest threats) with stasis, and then use the alternate fire to take out each individual Necromorph.

Upgrading

Damage and speed should be your priorities when upgrading the force gun. As you increase the damage, your primary attack is more likely to kill enemies or severely damage them. The time between shots is one of the weapon's weak points, so by upgrading speed, you can help overcome that. Finally, upgrade the alternate attack, since it can be very deadly once fully upgraded. The upgrade schematic has three start nodes. Start with the middle node, which is damage; from there you can upgrade several attributes.

Contact Beam



The contact beam is an energy projector that deals heavy damage. To use it, hold down the Fire button to charge a high-intensity blast. Then release the button to fire it at a target. This one blast will blow apart most Necromorphs. The downside is the charge time. The weapon's alternate attack is great for clearing the area around you when there are lots of enemies close at hand. Press Alt-Fire and you blast kinetic energy into the ground to push away all nearby objects. This can give you a chance to then use the primary fire. Look for the schematic for this weapon in a locked storage room in Chapter 7.

Issac's Log

I grew to really appreciate the contact beam. It is a powerful weapon. Since its function is somewhat similar to the force gun, I put my force gun in the safe and carried the contact beam with me quite a bit of the time after I purchased it. One of the first things that I did was upgrade the alternate attack and get the special ability for the weapon. This not only pushed the enemies back, but also put them in stasis. This allowed me to use a weapon rather than my stasis module to slow down enemies. Then while the Necromorphs were in stasis, I destroyed them one at a time with the primary fire. This weapon also works great against large Necromorphs as well. Just aim for their weak spots and a couple blasts with this and they will be down for the count.

Upgrading

Place seven power nodes in the top path to access the special ability as quickly as possible. Along the way, you will increase the power of your alternate attack. The next priority is charge since you want to decrease the amount of time it takes to charge up your primary shot. Unlike most weapons, you can't upgrade the damage for the contact beam.

Tools of the Trade

Integrated Equipment

Integrated Equipment

There are two types of upgradable equipment that are actually integrated into your suits. It is important to upgrade these since you carry them throughout the game no matter which suit you are wearing.

RIG

The RIG not only shows your health through the meter on your back, but it can also enhance whichever suit you are currently wearing. Start upgrading the RIG before you concentrate on weapons. Focus on hit points first. These increase the amount of damage you can sustain. Next, work on upgrading the damage.

This attribute actually increases the amount of damage your weapon inflicts on the enemy. Finally, go ahead and upgrade the air. This increases the amount of time you can operate in a vacuum before running out of oxygen.

Isaac's log

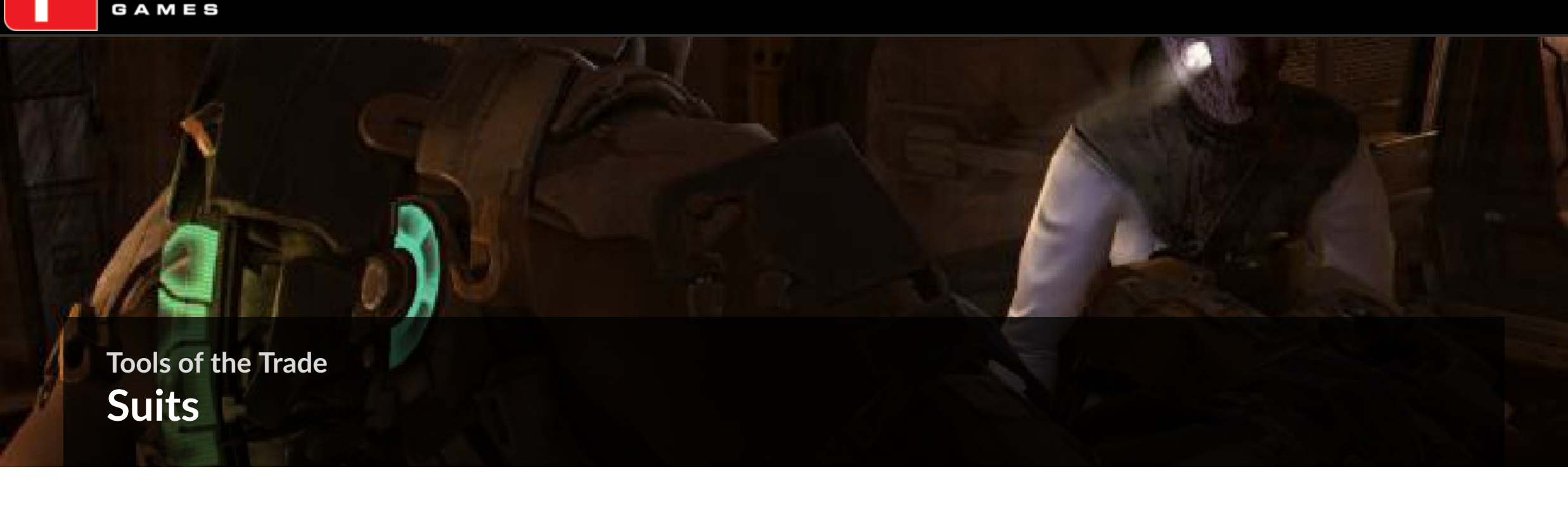
The RIG was the second thing I began upgrading—after the stasis module. While I maxed out the hit points and damage right away, I did not rush to put power nodes into the air slots, since I did not need the extra oxygen until midway through the Sprawl.

Stasis Module

The stasis module is the single most important piece of equipment you have. While weapons kill Necromorphs, you will need stasis to slow them down, giving you a chance to use your weapons. At the start, you have only two shots of stasis, so focus on upgrading the charges. Once you have power nodes in both of these slots, you increase your stasis module so it can store a total of four shots. As you follow the path to the charges, upgrade duration as well so that each shot of stasis will last longer and be more effective. Finally, upgrade the energy so your stasis module will recharge faster on its own.

Isaac's log

Right from the start, I spent every power node I could find upgrading my stasis module. The sooner I had it maxed out in upgrades, the more I could get out of it. The stasis module was incredibly important when fighting large Necromorphs and groups of enemies. Once this was complete, I began to upgrade my RIG and then my weapons.



Tools of the Trade

Suits

Suits

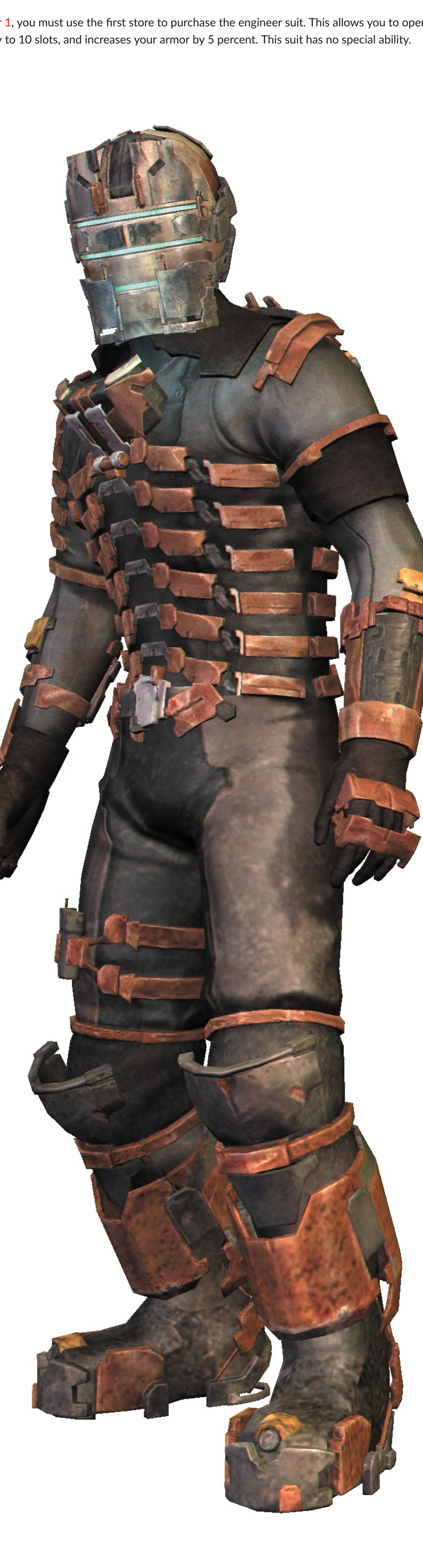
As you progress through the Sprawl, you can purchase new suits. Most will require you to find the schematic first.

Hospital Clothes

You begin the game without a suit. You must get through most of Chapter 1 wearing just hospital clothes. These provide no special abilities or protection.

Engineer Suit

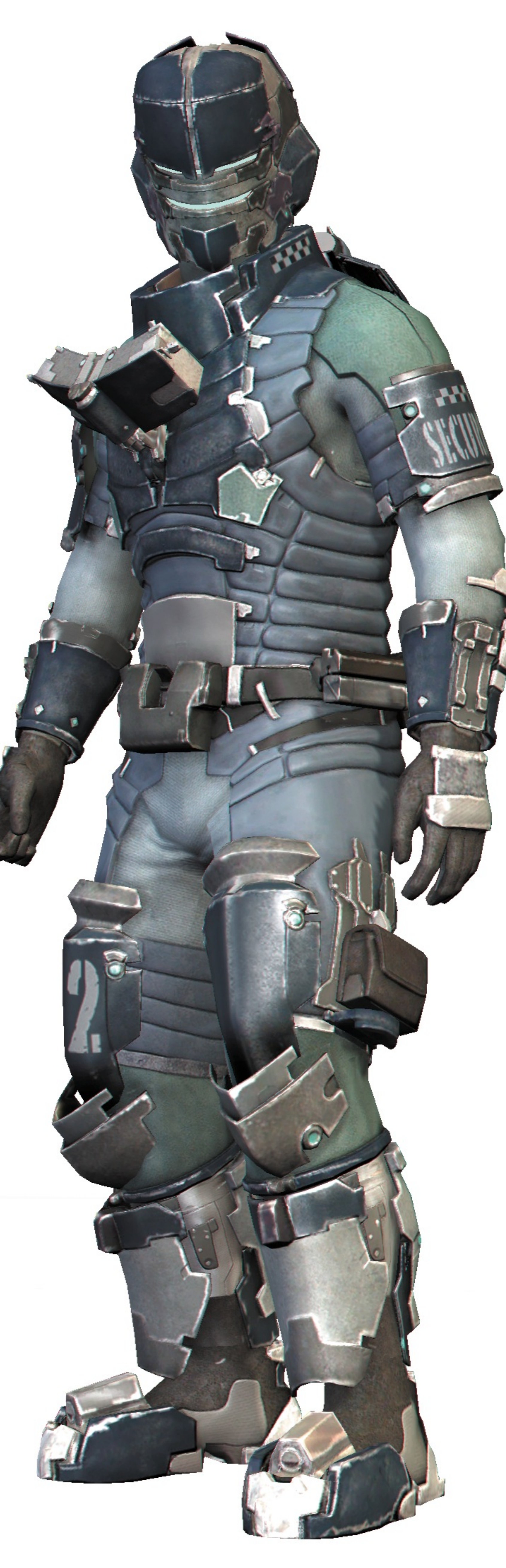
Near the end of Chapter 1, you must use the first store to purchase the engineer suit. This allows you to operate in vacuums, increases your inventory to 10 slots, and increases your armor by 5 percent. This suit has no special ability.



Note

Whenever you purchase a new suit, you get the increased number of inventory slots and armor. Therefore, even if you purchased a suit with 15 slots and 10 percent armor and changed back into the engineer suit, you would retain the 15 inventory slots and 10 percent armor. Therefore, always buy the latest suit and then wear whichever one has the special ability you want.

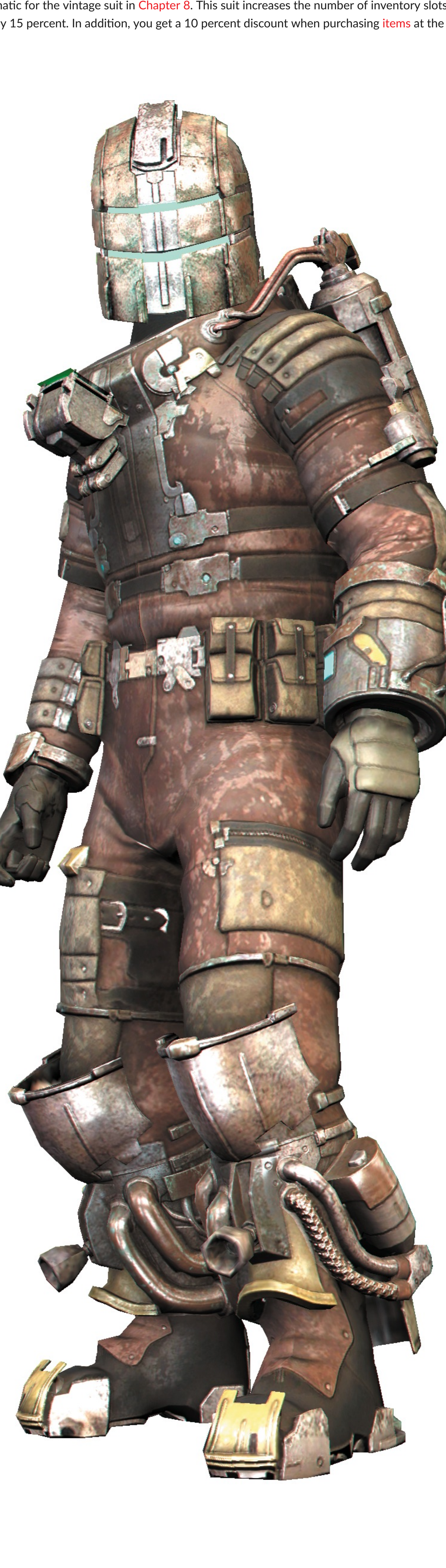
Security Suit



The schematic for the security suit is located in Chapter 4. When you find it, return to the closest store and purchase it. This suit provides 15 slots for inventory and 10 percent armor. In addition, when using the pulse rifle, the damage you inflict is increased by 5 percent. This is a good improvement over the engineer suit, so put it on immediately.

Vintage Suit

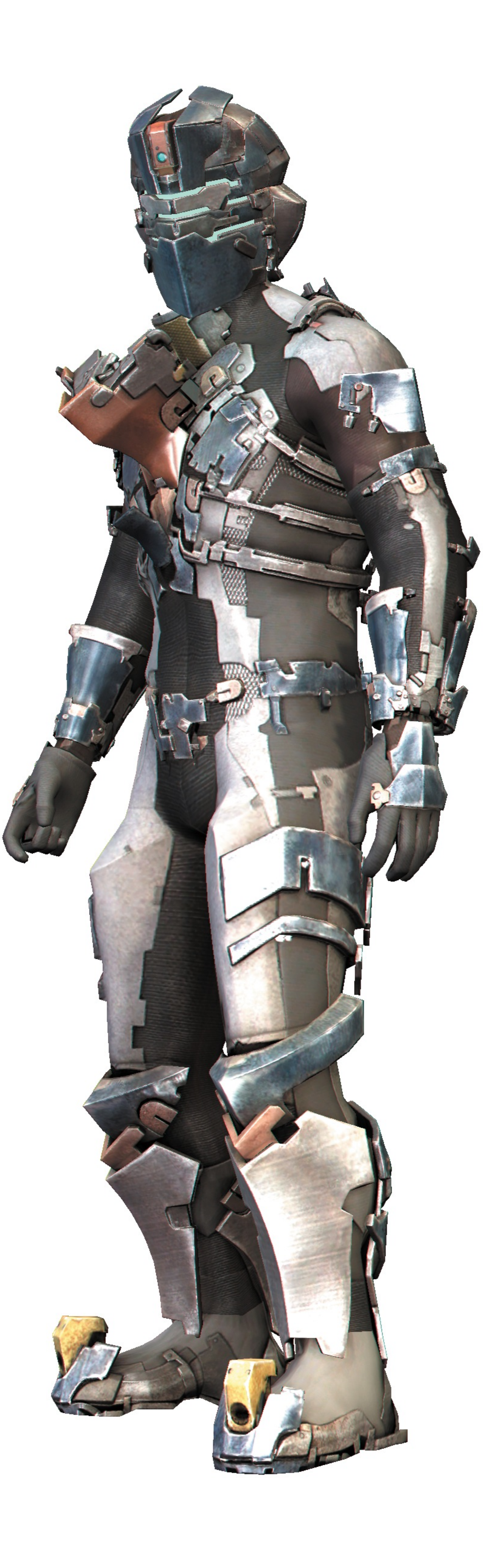
You can find the schematic for the vintage suit in Chapter 8. This suit increases the number of inventory slots to 20 and increases your armor by 15 percent. In addition, you get a 10 percent discount when purchasing items at the store.



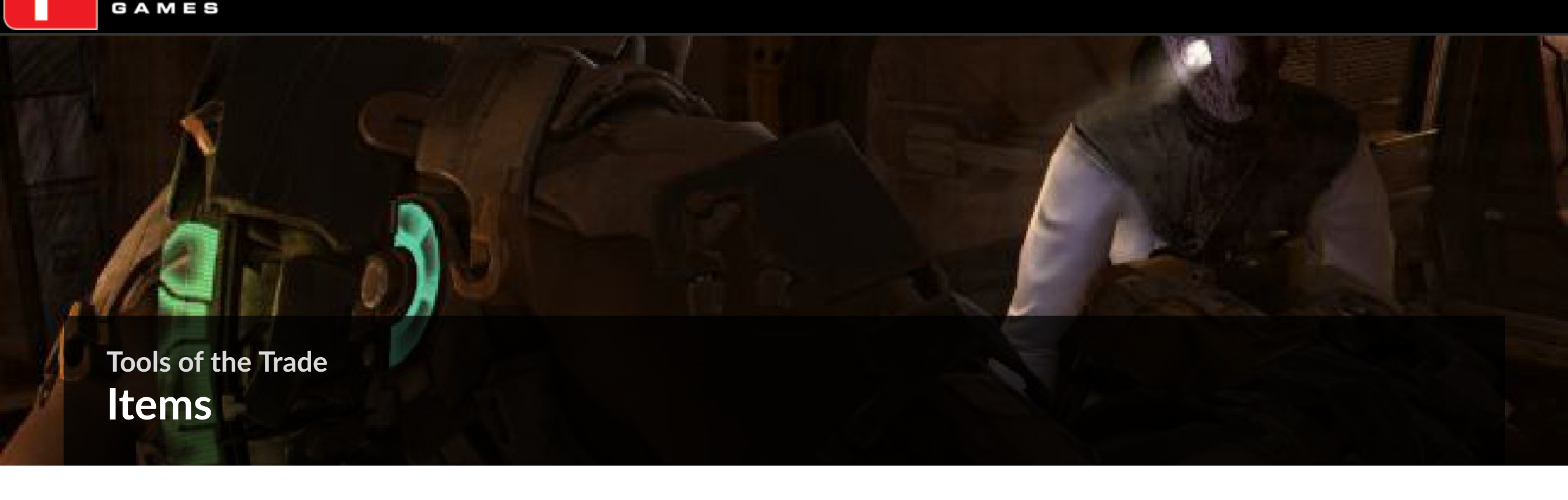
Issac's Log

If I was going to purchase things at the store and was not wearing this suit, I first changed into the vintage suit, made my purchases, and then changed back into the suit of my choice. While this took extra time, it did save me some credits, which really add up when purchasing expensive equipment or several items.

Advanced Suit



The schematic for the advanced suit is in Chapter 11. The advanced suit is expensive, but worth every credit you pay for it. This increases your inventory to 25 slots and increases your armor to 20 percent. It also provides a stasis bonus—your recharge time for the stasis module is reduced by 10 percent. Get this suit as soon as you can.

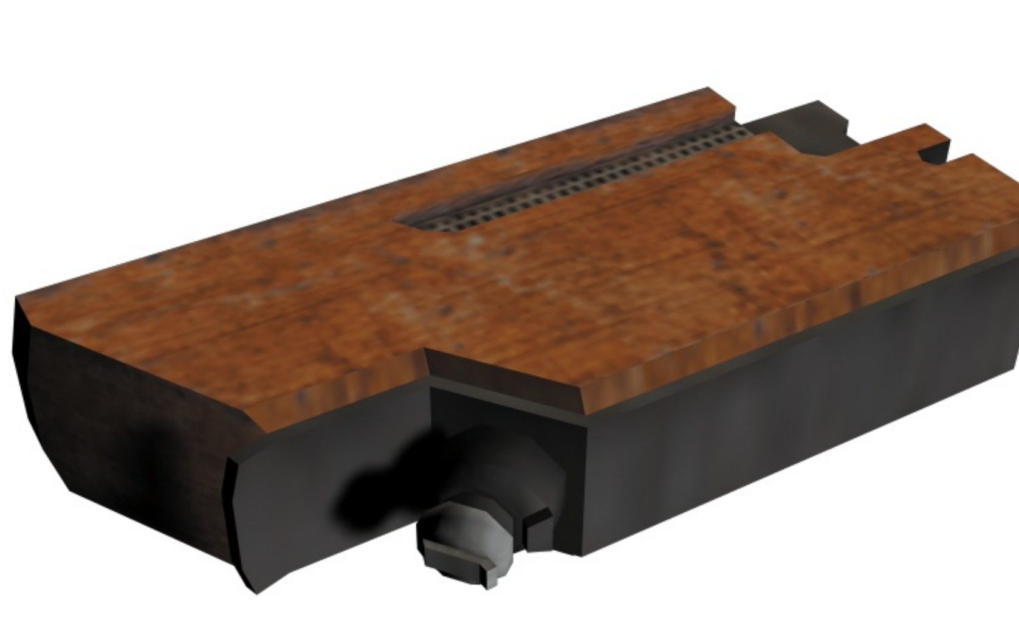


Items

There are several types of items which you can pick up. Some can be purchased in the store while others can be found in lockers, green containers, or just lying around. After killing a Necromorph, stomp on the corpse to get an item from them. These items can be divided into different categories.

Ammo

Pulse Rifle



Plasma Cutter

Ripper

Each weapon requires its own unique type of ammo. While you can buy ammo at the store, it can be expensive. If you search Necromorph corpses, you will usually find enough ammo to keep you going. The types of ammo you often find depend on the weapons you are carrying. Therefore, if you want to use a weapon but don't have a lot of ammo for it, carry it with you and ammo will be found as you progress.

Issac's Log

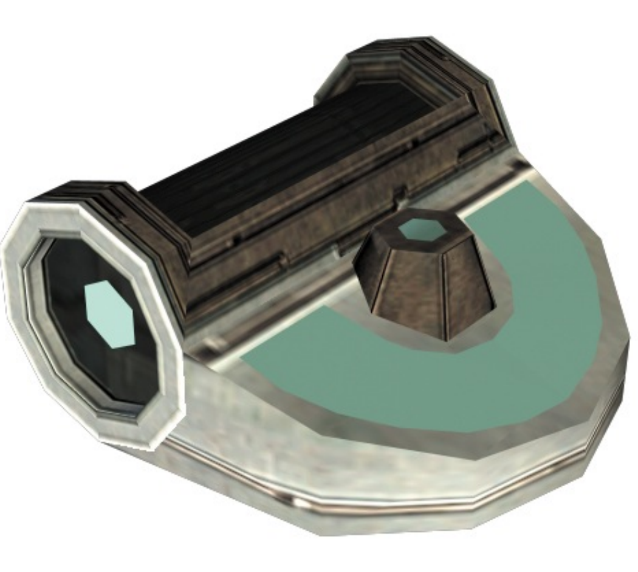
Whenever I switched out a weapon at a store, I moved all the ammo for that weapon into the safe along with the weapon. I then moved the new weapon and its ammo from the safe to my inventory. That way I did not waste inventory slots with ammo for weapons I was not currently carrying.

Refill Packs

Small Med Pack

Medium Med Pack

Large Med Pack



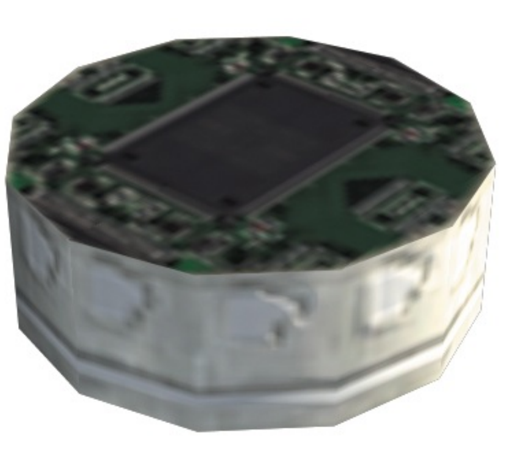
Stasis Pack

In addition to ammo, you will need to look for refill packs. These can be found all over just like ammo. Carry these in your inventory. Then you can use them to either restore your health or to recharge your stasis module. Once you have found the schematics for these, you can purchase them at the store. The med packs refill different amounts of health while the stasis module will completely recharge your stasis module.

Issac's Log

I liked to carry a stasis module with me so if I got into trouble, I could quickly recharge my stasis module. Since it would charge it up to 100 percent, I was careful to wait until my module was completely empty and I needed the stasis right away before using the stasis pack. On the other hand, whenever my health reached about half of maximum, I used a med pack. No need to wait until I was near death to do a bit of healing.

Power Nodes



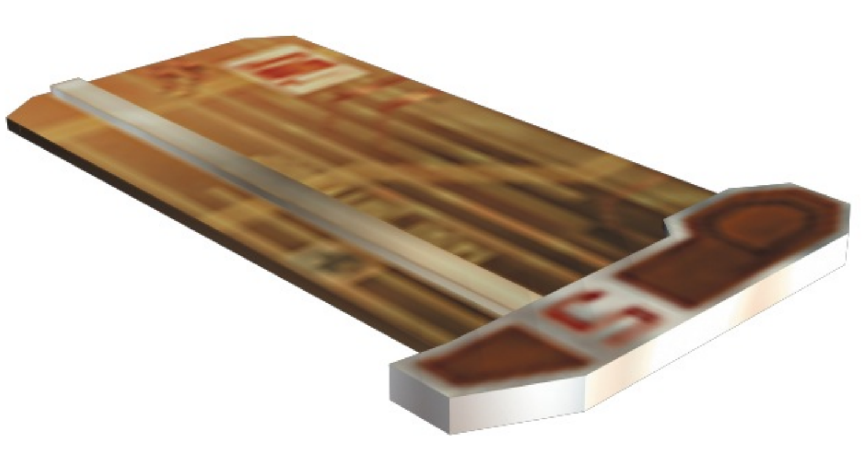
Power node

Power nodes can be found in blue circuit boxes as well as lying around the Sprawl. Collect and keep these. When using a workbench, you use power nodes to upgrade your weapons and equipment. At the workbench, a schematic will be shown for the selected weapon or piece of equipment. You can then place power nodes into slots to get specific types of upgrades. Schematics always have one, two, or three initial slots. You must then place power nodes into adjacent slots along the path. Some slots are upgrades while others are empty. However, you must use power nodes in empty slots to maintain continuity along the schematic paths. Once placed, power nodes cannot be removed until you get the respec ability. Then it costs 5,000 credits to remove all power nodes from a single weapon or piece of equipment. Therefore, think carefully before upgrading. Power nodes also are used to unlock storage rooms where you can often find valuable items. For this reason, it is always a good idea to keep a power node on you at all times.

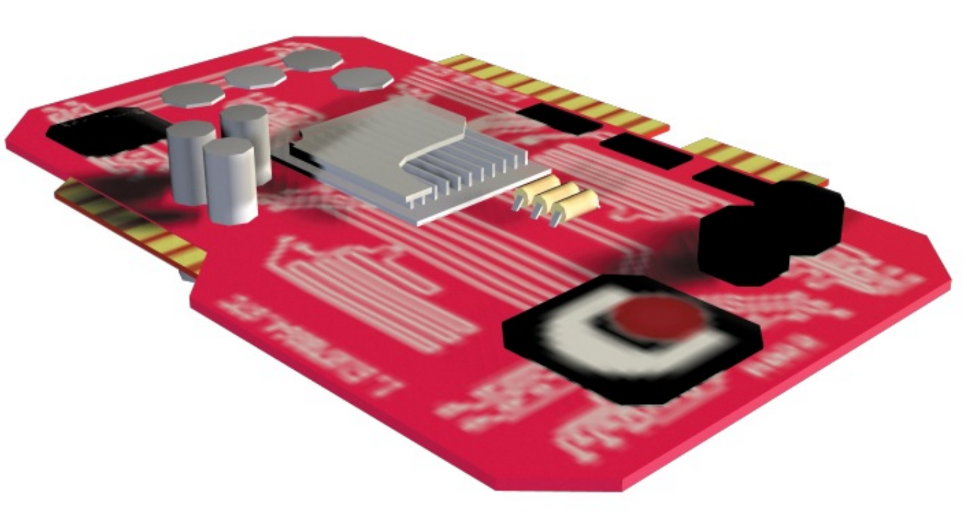
Issac's Log

Once I had found the schematic for power nodes, I would spend my credits on purchasing new power nodes. I sold items I did not need, such as ammo for weapons I was not using and then bought power nodes. Though they are expensive at 10,000 credits each, the upgrades they provided were worth the cost

Credits and Semiconductors



Credits

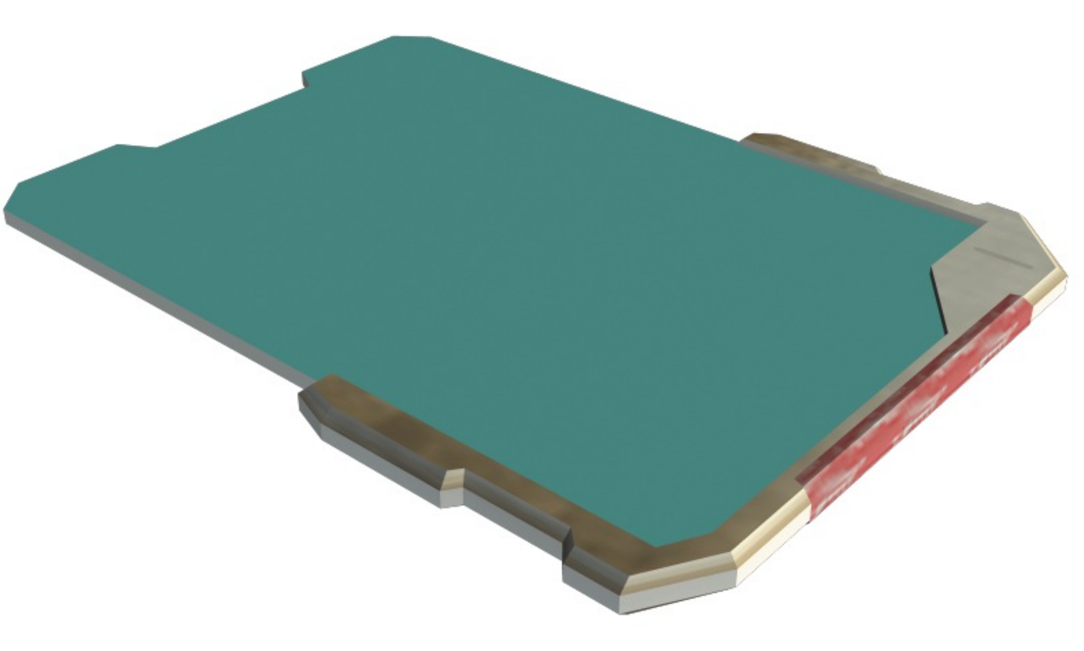


Semiconductor

Throughout the Sprawl, you can find credits. Dead Necromorphs even give them up. Credits are the currency you use at the stores for purchasing weapons, suits, and items. Search carefully so you can find all the credits possible.

You can also find semiconductors. These are tougher to acquire and are usually only in locked storage rooms, which you need a power node to unlock. Some large Necromorphs, such as Brutes, Tripods, and Guardians, will give up a semiconductor when they die. Semiconductors have only one purpose—to be sold for credits at the store. Gold semiconductors are worth 3,000 credits, ruby semiconductors are 10,000 credits, and diamond semiconductors are a whopping 25,000 credits.

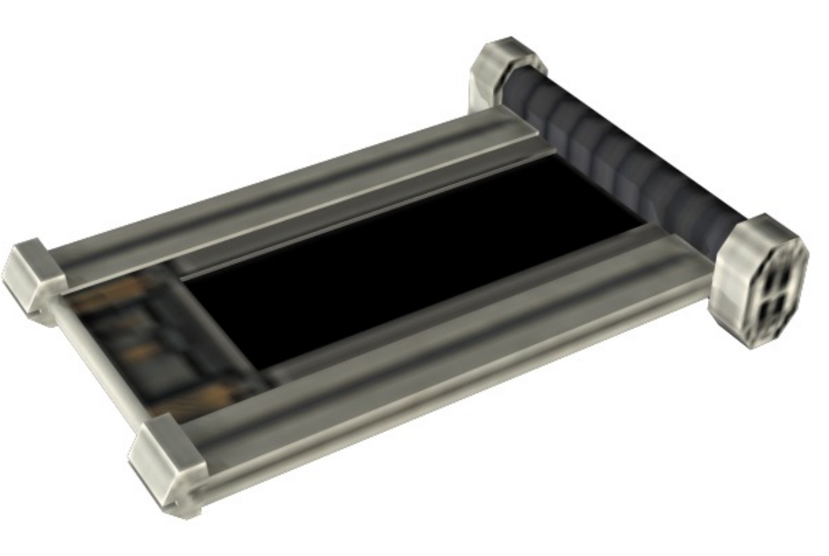
Schematics



Schematic

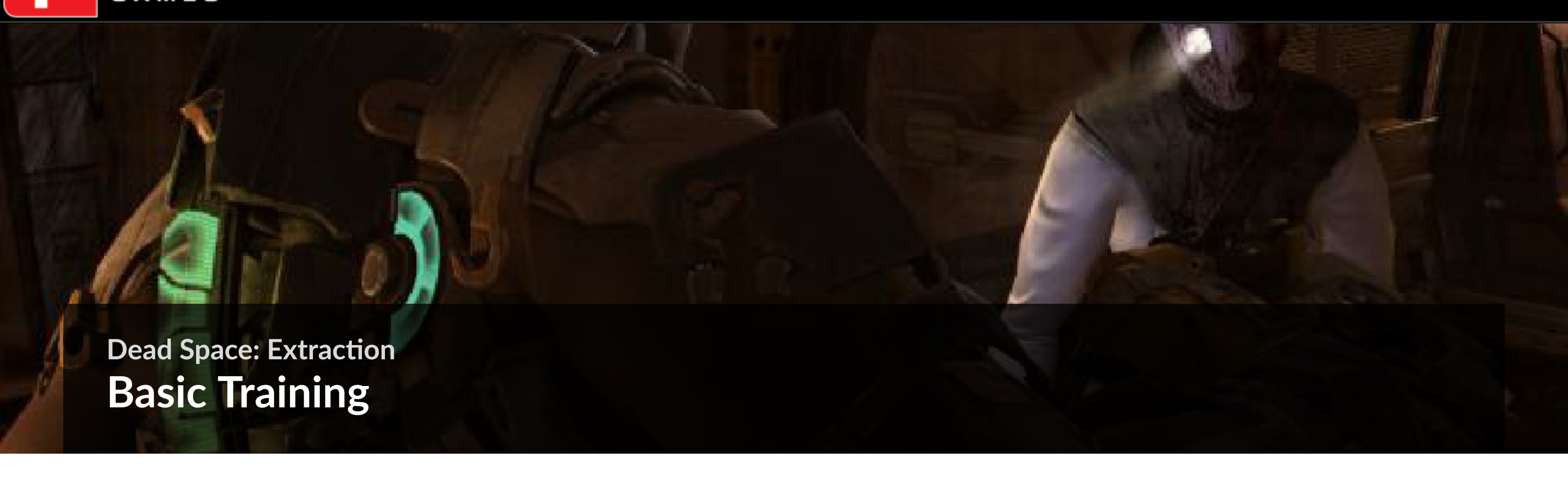
Schematics are another type of collectible item. You really want to search for these. Once you find one, it stays in your inventory until you reach a store. Then you automatically upload it into the store. From that point on, you can then purchase the item from the schematic at any store in the Sprawl. Schematics are how you gain access to new weapons and suits as well as ammo and other items you need.

Logs



Log

People on the Sprawl left behind audio and text logs. Pick them up as you find them and either listen to a conversation or recorded audio message or view some digital text. These logs are collectible and help enrich the storyline of the game. While they can't be sold or used, they are definitely worth the search.



Dead Space: Extraction

Basic Training

Before the horrific events on the Sprawl and the terror that unfolds on the Ishimura, the Necromorph nightmare starts here with the Marker extraction. Ready yourself for survival by learning the ins and outs of combat and exploration.

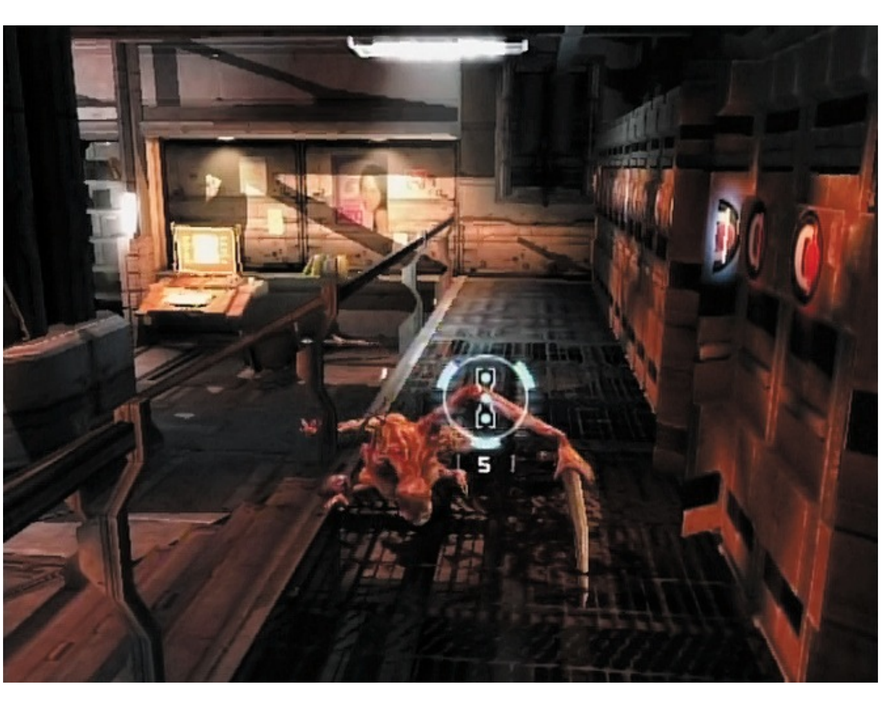
Combat

Most of your time is spent battling enemies of all shapes and sizes. Familiarize yourself with the basics of combat to get the upper hand.

RIG

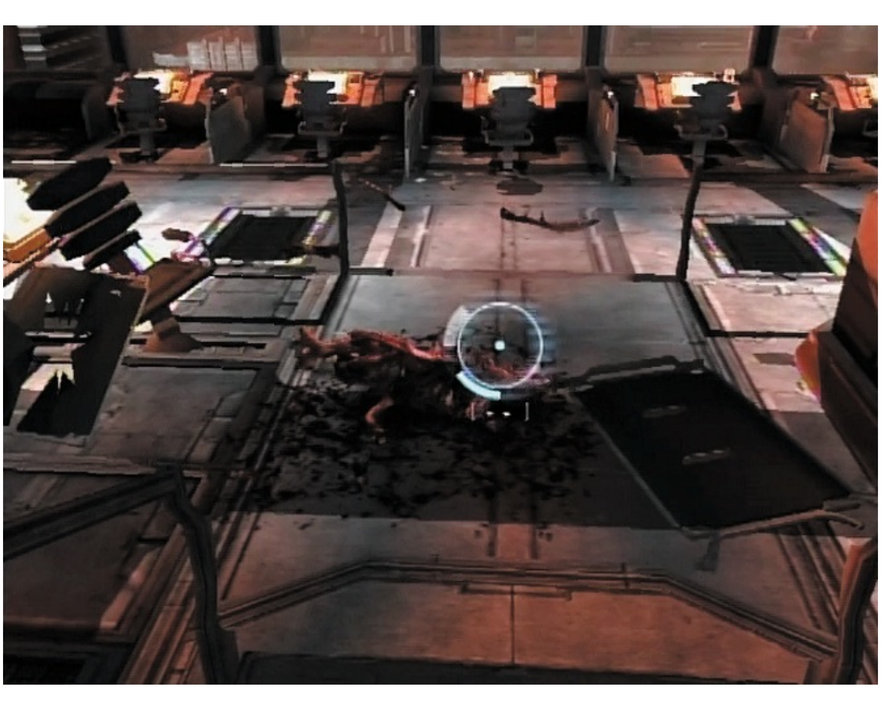
The Resource Integration Gear, or RIG, is the name of the protective suit that protects you from harm and monitors your condition. In other words, it's your health gauge. Keep an eye on the glowing blue bar that runs vertically in the lower-left corner. It also tracks ammo levels for your currently equipped weapon. By default, the RIG appears only when switching, ring, or picking up a weapon; however, you can use the Options menu to set the RIG to display at all times. During cooperative games, your partner's RIG is shown in the lower-right corner.

Attacking Enemies



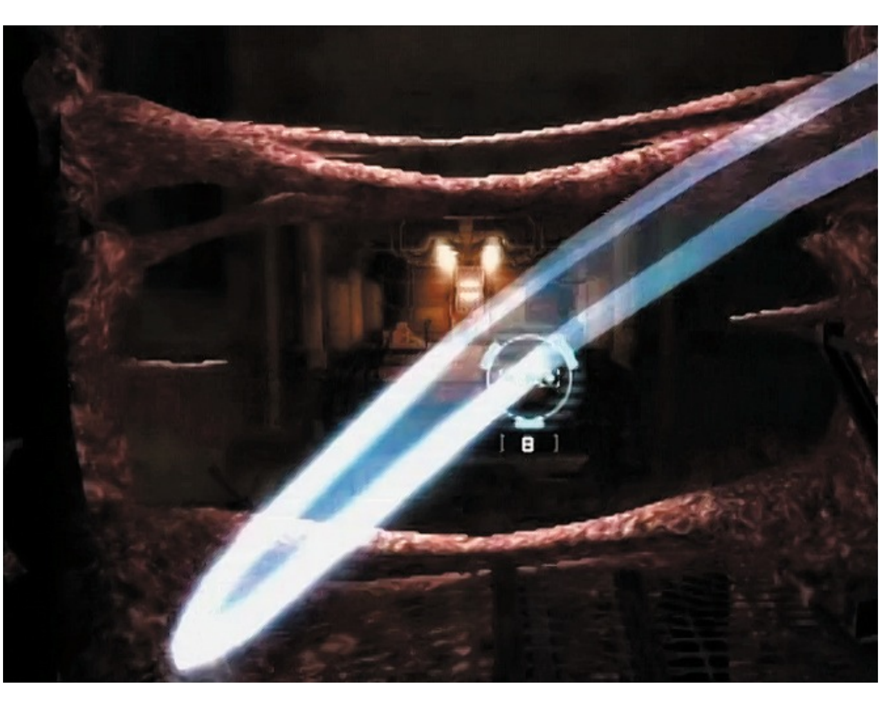
Every weapon comes with two ring modes: primary and alternate. Primary-fire is the default setting, triggered with a press of the Attack button. Alt-fire provides a second form of attack such as charged blasts and multiple simultaneous bullets. The ring reticule changes when you shift from primary to alt-fire. For instance, the plasma cutter's primary fire launches a short horizontal energy blast, whereas its alt-fire issues a vertical blast that appears in your reticule as a vertical blast that appears in your reticule as a vertical line. Other weapons feature more dramatic differences between primary and alt-fire. Learn what works best for you and adapt your attack tactics for each situation.

Reloading



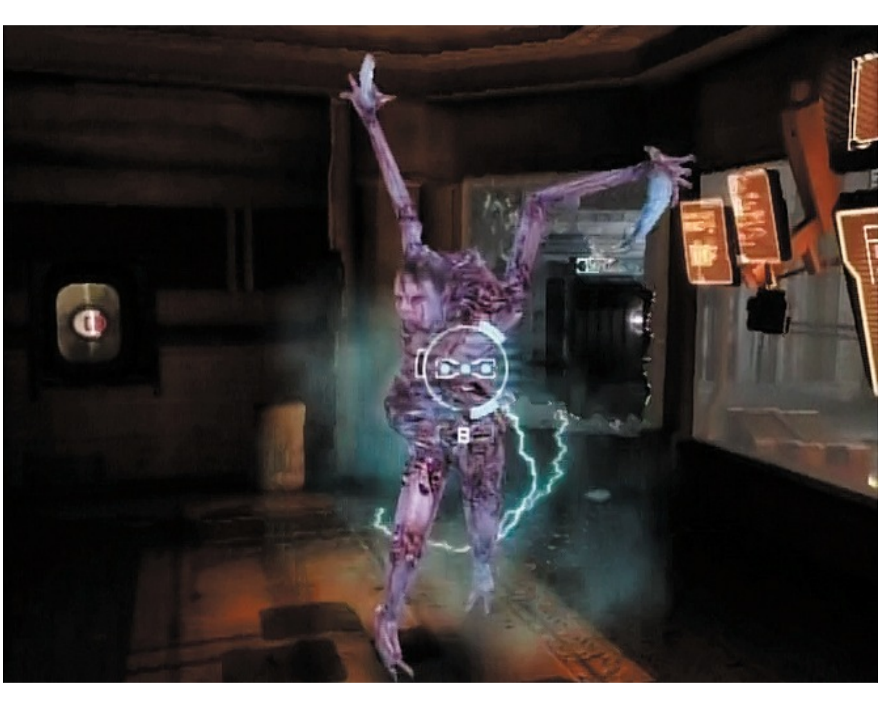
Reloading is a critical part of combat. Doing this frequently prepares you for the next fight, and it can help you keep momentum in the middle of a heated battle. Always reload before your clip empties to avoid wasting the extra time needed for an automatic reload. For manual reload, press the Reload button. To get an instant reload, tap the button a second time when the reload meter reaches the highlighted bracket on your reticule. Master timed reloads and you can issue a nearcontinuous stream of attacks.

Melee Attack



When things get hairy, you can rely on melee attacks to beat back encroaching enemies. Remember that this only works on enemies in close range. Along with serving as a last line of defense, melee attacks can be used to cut through obstacles.

Weapon Select

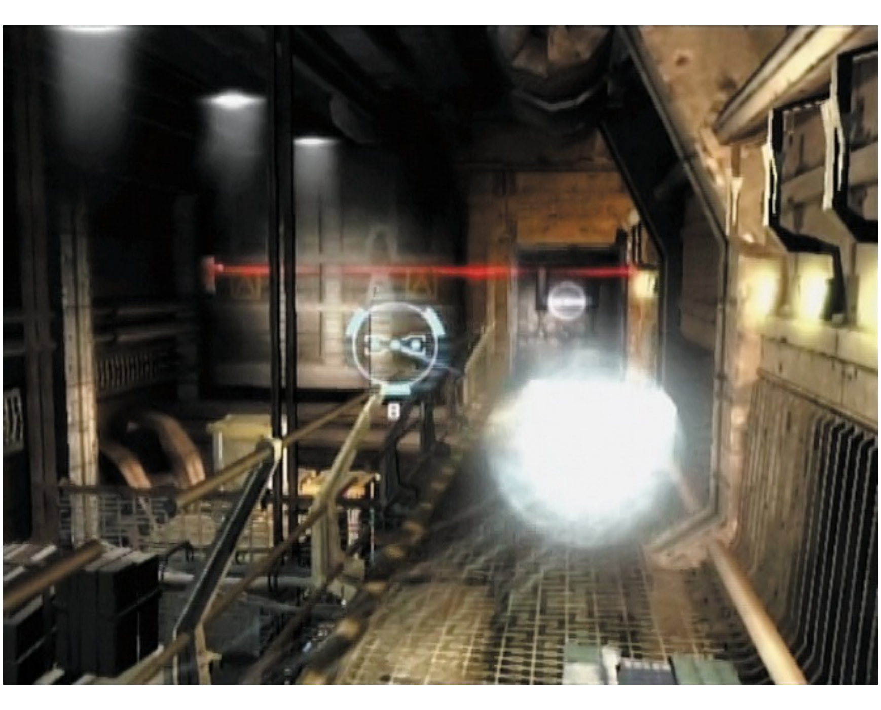


You can hold up to four weapons at any given time. This includes the rivet gun, which is equipped by default. You can switch among these four weapons at any time. If you run out of ammo for a weapon, you automatically switch to another. When you run across a new weapon, you're given the option of swapping out an equipped weapon and replacing it with the new one.

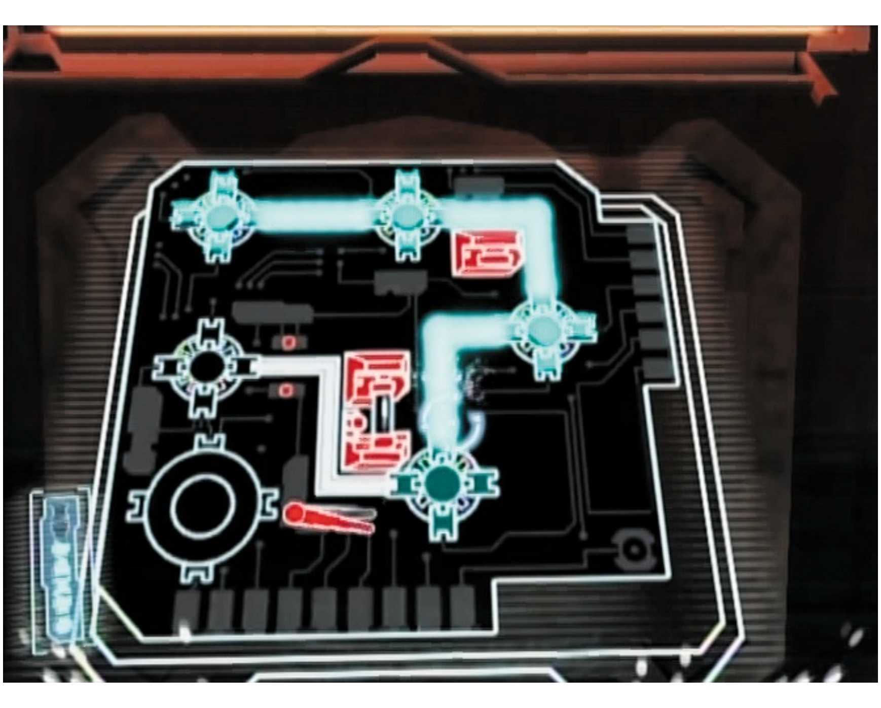
Stasis

An extremely useful time-slowing ability, stasis enables you to freeze enemies in place. Fire it at charging Necromorphs to slow their assault and make it easier to dismember their limbs. The number of stasis shots you can fire is limited—denoted by the solid sections surrounding your reticule—and must recharge over a short period of time.

Kinesis



Kinesis enables you to pick up objects such as ammo clips, text logs, and weapon upgrades from a distance. Position the reticule and press the Action button to activate this ability.



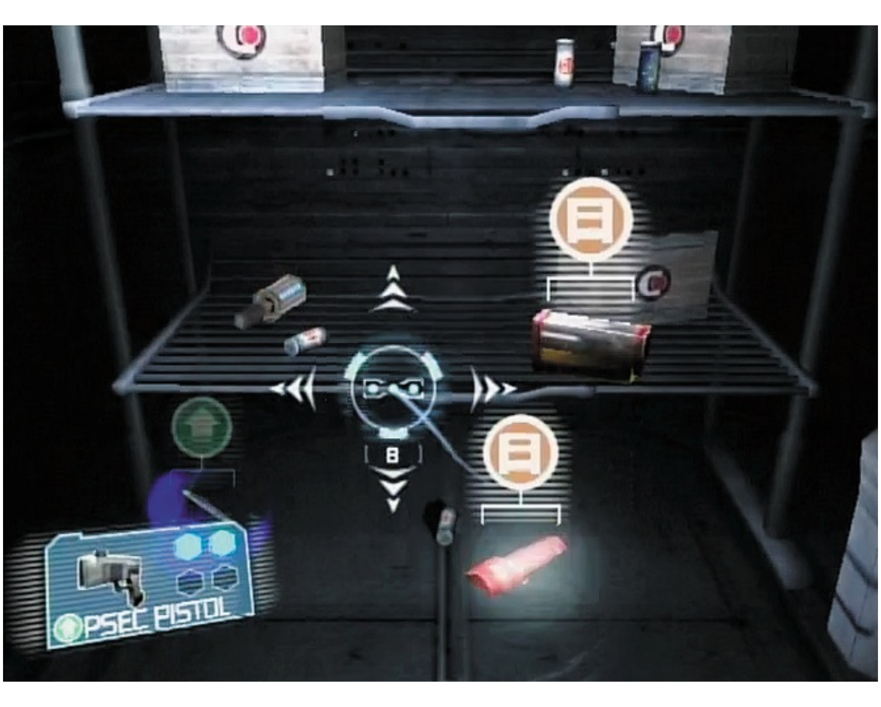
Along with collecting useful items, you can use kinesis to interact with objects such as supply boxes, footlockers, and explosive canisters. Breakable items like supply boxes and canisters can be thrown—just pick up the item and press the Attack button.

Hacking Consoles

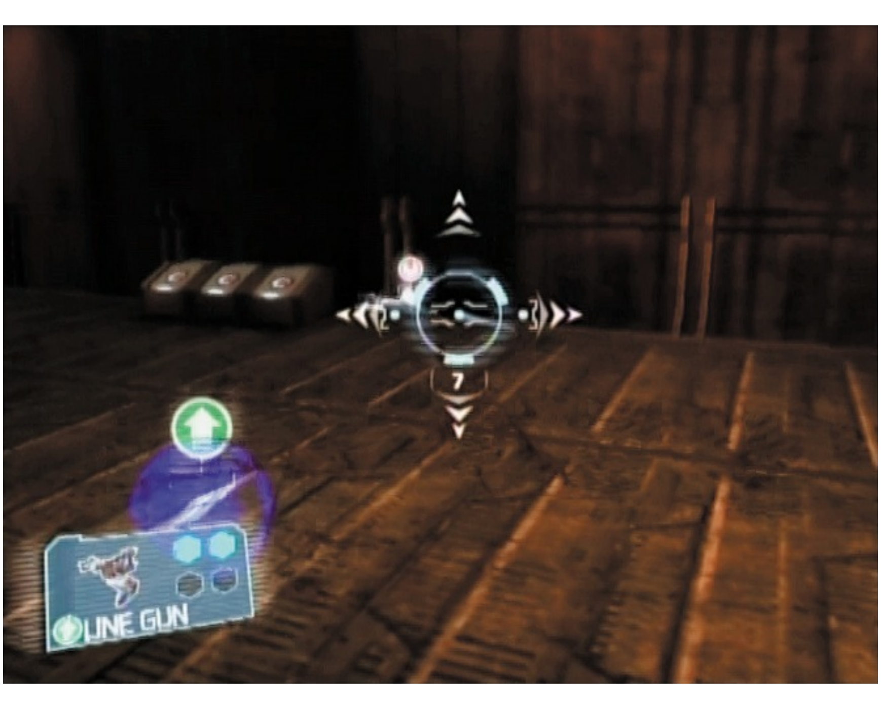
Restoring defunct computer consoles requires soldering circuits. Press and hold the Action button to begin soldering, then move the reticule to connect the circuits.

Move deliberately to avoid harmful red obstructions, electried gates, and moving switches. Click the illuminated power button when you complete the circuit to finish the hack.

Free-look



Although you're guided through the Aegis VII colony and the Ishimura, there are times when you're allowed to explore the surrounding environment. Called Free-Look, these short sequences enable you to explore by moving the reticule to the screen's edges.

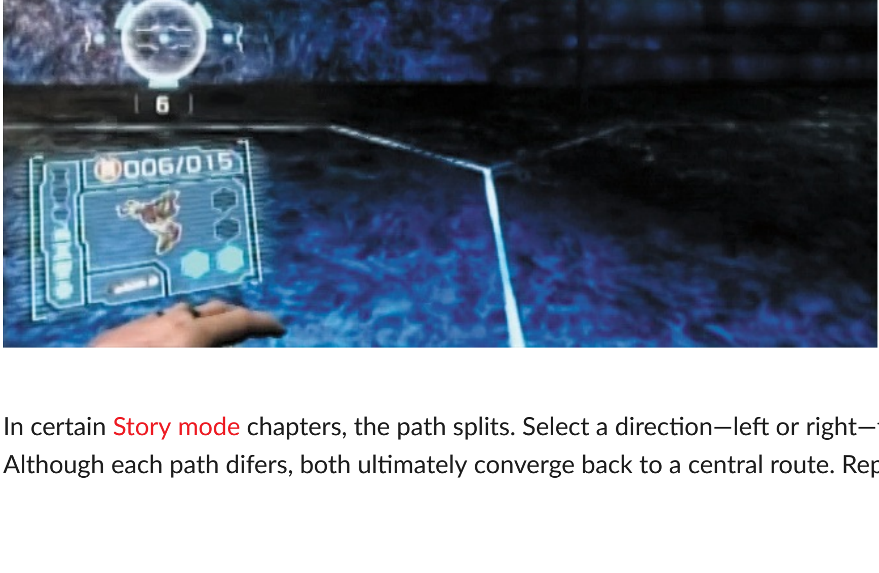


You know when you've entered Free-Look when arrows appear around the reticule. Make the most of this by quickly scanning the area for text logs, weapons upgrades, and ammo.

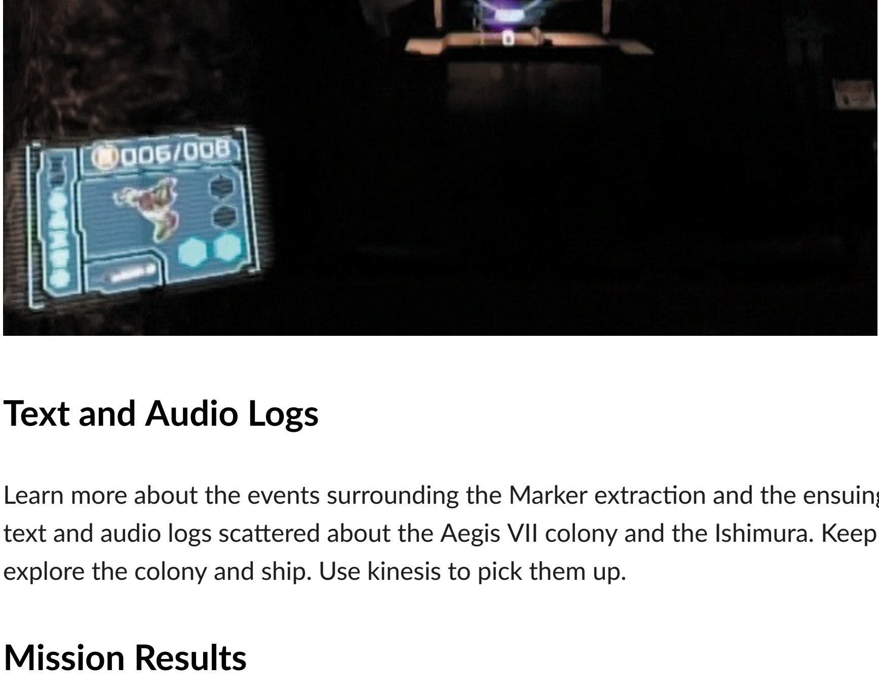
Weapon Upgrades

Hidden within Story mode are weapon upgrades. There are four upgrades for each weapon, each boosting attack power and clip capacity. Thoroughly scour every level to find these helpful bonuses, which are highlighted with a glowing blue aura. It's rare to have a second opportunity to pick up an upgrade, so snatch them as soon as you see them!

Branching Pathways



In certain Story mode chapters, the path splits. Select a direction—left or right—then press the Action button to proceed. Although each path difers, both ultimately converge back to a central route. Replay chapters to see what lies down each path.



Text and Audio Logs

Learn more about the events surrounding the Marker extraction and the ensuing terrible descent into madness by collecting text and audio logs scattered about the Aegis VII colony and the Ishimura. Keep your eyes peeled for the purple log icon as you explore the colony and ship. Use kinesis to pick them up.

Mission Results

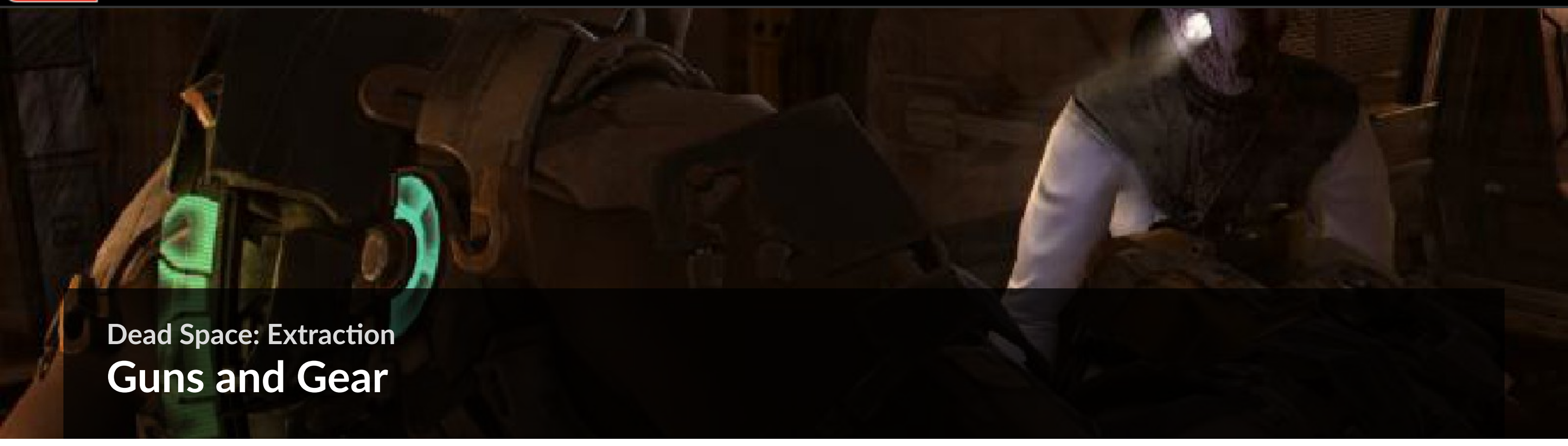
At the end of each level, your performance is graded on a ve-star scale. The more stars you earn, the more quickly you level up your RIG and unlock bonuses. Your star rating is based on several factors: how many times you die, how often enemies grab you, how much damage you take, the number of med packs and revival packs you use, and how long it takes for you to solve puzzles. Earning a five-star rating means killing enemies quickly, avoiding damage, and solving puzzles on the first attempt.

Cooperative Play

Drop-in, drop-out cooperative play means a friend can join you at any time by activating a second controller. A second RIG is displayed in the bottom-right corner. Note that you can't issue melee attacks as the second player. Performance is tracked separately, and each player receives a five-star rating at the end of each level.

General Tips

Success comes from a combination of marksmanship, keen observation, and lightning-fast reactions. Hone your shooting skills by learning to dismember Necromorphs at range; furthermore, aim to kill enemies via dismembering rather than riddling them with bullets. Always be aware of what's going on in the level around you to catch enemies sneaking in at the sides or to spot vital upgrades and ammo. Finally, learn to respond quickly to situations and to seize opportunities for weapon upgrades and other bonuses as they arise.



Dead Space: Extraction

Guns and Gear

Rivet Gun

A tool common to most workers on the Aegis VII colony, the rivet gun fires small rivets intended for construction and repair projects. Of course, it's equally useful in dismembering Necromorphs. The primary fire shoots regular rivets, whereas the alternate fire enables you to charge up a high temperature rivet by holding down, then releasing the Attack button. Both primary and alternate firing modes feature unlimited ammo.

Plasma Cutter

This is the go-to weapon for dismemberment. Intended for mining operations, the plasma cutter excels in amputation by firing a short line of energy that cuts through flesh with ease. Perfect for defeating Necromorphs one-on-one. The primary fire unleashes horizontal attacks, whereas alt-fire delivers vertical beams.

P-Sec Pistol

A standard-issue weapon for Planetside Security personnel, the P-Sec pistol trades power for speed. Its low-power bullets aren't great for severing Necromorph limbs, but if fired in rapid succession, they can whittle away enemy health. Better still, the P-Sec pistol is useful for detonating Exploder arms and engaging quick moving bosses. Alt-fire enables you to fire three bullets simultaneously.

Pulse Rifle

The rapid firing rate of the pulse rifle makes it well suited for holding packs of Necromorphs at bay. Designed specifically for defending against space pirates, its barrage of bullets tears enemies to shreds. Charge up and fire the pulse rifle's alternate fire by holding down, then releasing the Attack button; this sends a powerful blast toward your target.

Flamethrower

The flamethrower is suited to only a few combat situations, but it's highly effective in these scenarios. Equipping it before crawling through air ducts and other tight spaces proves useful, where dousing Leapers and Swarms in flames is the most efficient means of disposal. When confronting a single enemy, use the flamethrower's alt-fire to firing a ball of burning napalm that sticks to your target.

Line Gun

While the plasma cutter gets the job done when going head-to-head against a single Necromorph, the line gun is best for dealing with small packs of fiends. Firing this mining tool unleashes a lengthy horizontal beam that cuts through multiple limbs. The line gun's alt-fire lobs a mine that detonates after a short period of time.

Arc Welder

Zapping enemies with a stream of electricity, the arc welder can be continuously fired by holding down the Attack button. Target carefully, and the stream can arc to nearby enemies, electrocuting them as well. Alternate fire sends a supercharged ball of electricity capable of damaging and stunning foes.

Force Gun

Like a space-age shotgun, the force gun blasts enemies back with a burst of gravitons. Extremely useful for close-quarter combat and for dealing with large packs of Necromorphs, it obliterates limbs and has the benefit of knocking enemies back. Alt-fire lobs a timed graviton grenade that explodes after a few seconds.

Ripper

An industrial saw that cuts through Necromorph limbs like a hot knife through butter, the ripper is an efficient close-quarters killing machine. The weapon's primary fire suspends a rotating saw blade directly in front of you. Guide this blade by moving the reticule. For enemies at a distance, the ripper's alt-fire allows you to shoot individual saw blades.

Contact Beam

One of the most powerful tools available to mining personnel, the contact beam fires a concentrated pulse of energy capable of penetrating the hardiest of enemies. Pressing and holding the Attack button allows for continuous fire. You can also fire a ball of supercharged energy to deal with a group of enemies via the weapon's alt-fire.

Rock Saw

A reliable backup weapon for when Necromorphs come too close for comfort, the rock saw is always equipped and ready for action. Unlike the other weapons, the rock saw delivers damage in the form of a melee attack. Use it to push back enemies and to break obstacles in your way.

Glow Worm

When exploring dark areas such as air ducts, the glow worm illuminates your immediate surroundings with phosphorescent green light. Unlike a firearm, you can't manually equip a glow worm; instead, you're given one at specific points in the game. When the screen's lower-right corner glows dull green, shake your controller to light up the glow worm.

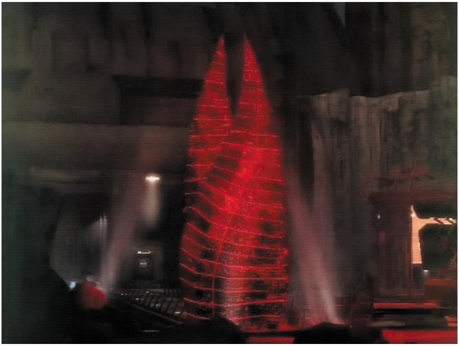
Dead Space: Extraction

Story Mode

Chapter 1: World's Apart

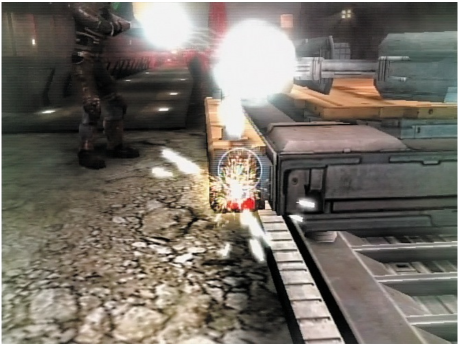
NOTE: Dead Space: Extraction is on the PlayStation 3 and Wii only.

After a suggestive conversation with Sam Caldwell's dapper girlfriend, Lexine, it's time for a field trip to the Marker. Crimson skies and fierce winds make for a hostile environment, but there's work to be done, so as Sam Caldwell, put on a helmet and head out. As you're walking and talking, stock up on ammo for the fight ahead by breaking the green supply boxes on both sides of the catwalk leading to the Marker. Bust them open with either the rivet gun or with kinesis (pick a box up, then fling it to break it). Before meeting up with the team preparing the Marker for extraction, feast your eyes on the thing itself.

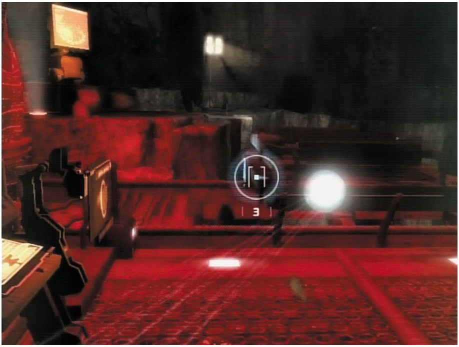


The pulsing red tower twists toward the dark sky like a bloodied knife.

A Riveting Start



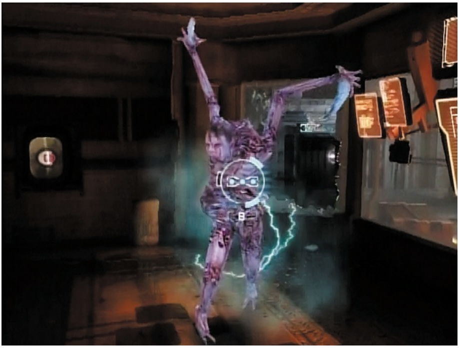
A quick chat with the crew reveals that the rolling track needed for moving the Marker isn't functional, and a section needs to be riveted in place. Strut down the catwalk and fire at the two highlighted screws with your rivet gun.



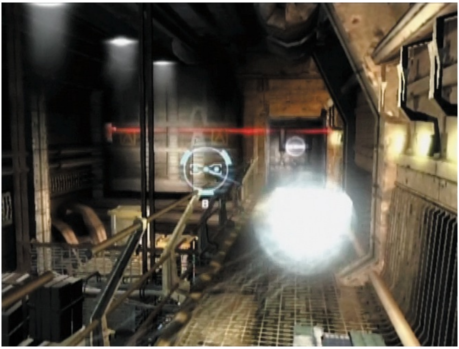
Finish the job by riveting a second pair of screws on the other side of the track. Next, piece together the loader on which the Marker is to be placed. Charge the rivet gun's alt-fire and blast the highlighted joint. Do the same for the other side. After walking back to the Marker, use kinesis to drag the loader from the right side of the screen to the artifact on the left.

Activate the loader by tapping the computer console in front of you and brace yourself.

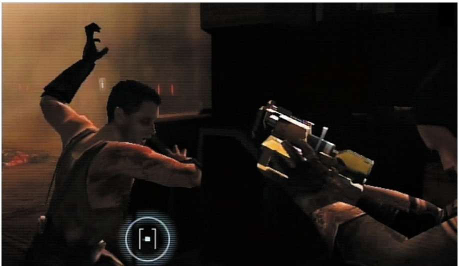
Colony in Chaos

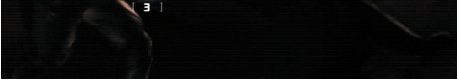


Something has gone wrong. The brilliant flash of light originating from the Marker has put the colony in disarray, and now everyone's scrambling to get things back in order. Do your part by leaving the extraction site to reset one of the gravity tethers holding the planet cracker ship Ishimura in place above the colony. Enter the first half of the colony airlock, then activate the console inside to shut the bay doors.



Move deeper into the facility by passing through the next door and nod in agreement as your coworkers complain about the darkness.





When you're given control over the camera, pan to the left and pick up the glow worm in the box on the floor. Give your controller a hearty shake to light it up.

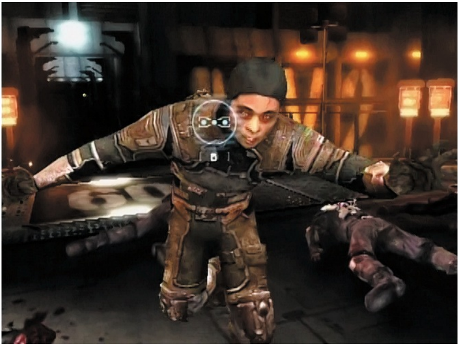
A few steps ahead, you're granted a second opportunity to look around. Collect ammunition in a corner to your left. As you head across the track, note the purple text log on the floor.

TEXT LOG: Personal log: Dr. Kyne, T. (chief science officer, Ishimura) Check the floor in front of the door on the other side of the room after exiting the airlock.

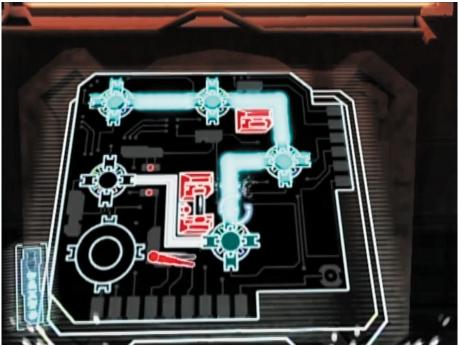
Pick it up to learn more about the events leading up to the extraction, or ignore it if you just want to search for the gravity tether control room. If you're desperate to load up on ammunition, check the locker on the wall to the right of the text log.

Descent into Madness

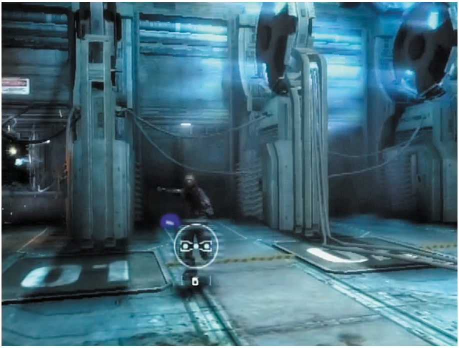
Finish the airlock cycle by accessing the console in the room ahead, but don't breathe a sigh of relief yet. The moment your helmet comes off, you hear sounds of agony coming from deeper inside the colony. Rush through the door to discover the source: a man named Zochenko is mutilating a body with a rock saw.



You're given no option but to put him down after he lunges at you. Pick up the rock saw and the nearby ammo before advancing. A few more crazed workers attack before you reach the door, so stay sharp. The tether control room is down a couple floors, which means scurrying down the stairwell and searching the lockers for ammo and a text log along the way.



TEXT LOG: Who's taking Team B's equipment? Grab this text log as you're running down the stairs toward the Megavent. It's hidden in the second locker on the wall.



Break the barrier blocking the stairs with the rock saw to continue. After jumping over the gap in the floor, use the rock saw again to remove a second barrier. Before heading into the Megavent, you're forced to witness an unfortunate act of self mutilation.

Restoring the Gravity Tether Inside the Megavent, the team splits up and fellow extraction team member Egan accompanies you to the gravity tether.

Grab the plasma cutter before climbing up to the platform above. This weapon is handy for dismembering the crazy coworker who jumps on your back when you reach the top. More enemies filter in before Egan loses grip with reality. Deal with him before heading to the tether control room.

Weapon Upgrade: When you enter the gravity tether control room, immediately grab the rivet gun upgrade on the floor.

Upon entering the control room, dispatch a pair of crazed workers, then collect supplies and the rivet gun upgrade during a Free-Look sequence. Next, pick up the stasis pack in the corner of the room.

Use stasis to slow the electric wires in the corner—trigger stasis when the wires are high above the ground—then solder the panel by tracing the hollow line with your cursor.

Hit the activation button onthe console, and the gravity tether goes back online.

Now head off to the storage area to regroup with the Marker, as instructed by Cooper via comms. But you don't leave without a fight

Several enemies rush you on the way, although stasis gives you the upper hand. As you clear the area, Lexine pings you to report that oxygen is leaking from the colony. It's up to you to fix life-support systems before regrouping with the remaining members of the extraction team. More crazed workers attack before your arrival to the life-support systems wing. Concentrate on nailing them with head shots for quick, clean kills.

Text Log: Planetary Mining: Earth's Future Tucked behind some crates at the start of the walkway leading to Life Support is a text log.

Weapon Upgrade: Find the first plasma cutter upgrade on the floor in front of the door to Life Support.

Life Support

Restoring the life-support system is as simple as soldering a panel, but getting to that panel involves a jaunt in zero gravity.

Audio Log: During the Free-Look sequence, turn left to find the audio log. Alternately, you can spot it when exiting Life Support.

Upon entering Life Support, you can search for supplies and an audio log in Free-Look; however, your main objective is to jump toward the control panel on the room's other side. Target the platform and press the Action button to jump toward it. Solder the panel, then return to the Megavent.

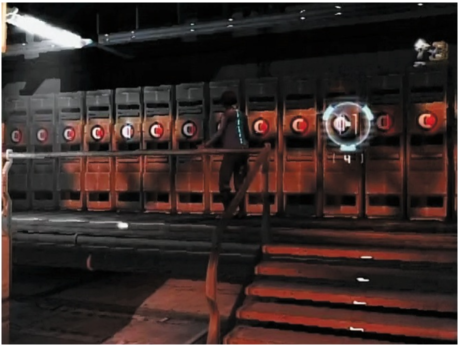
Things aren't going well when Lexine contacts you to thank you for restoring life support. More enemies materialize on the route to storage, and hallucinations are making it difficult to focus. While there's little you can do to combat the visions, well-aimed head shots are highly effective in putting down your enemies.

If you're having difficulty getting instant-kill head shots, try slowing enemies by shooting out their legs. With every enemy eliminated, you fire one final bullet and the level ends.

Chapter 2: Another Day At The Office

Several days have passed since the Marker extraction that ended in Sam Caldwell's tragic death, and anxiety is high in the colony. You're now playing as Detective Nathan McNeill, who is particularly distressed, as it was his shot that ended Caldwell's life. His reflections on the matter are cut short with the arrival of help from the Ishimura, a man by the name of Gabe Weller, who carries word of an important errand.

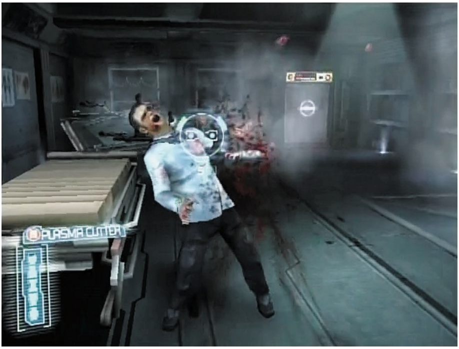
Weller wants you to accompany him to the morgue in order to examine the bodies of those who committed suicide in Union Square during the Extraction Incident. It's an unpleasant task, but it's better than ruminating about Caldwell's death. Shut down the computer, grab your trusty P-Sec pistol, and set out with Weller and his rookie Karklins. As you leave P-Sec, search the lockers lining the back wall for a plasma cutter and ammo.



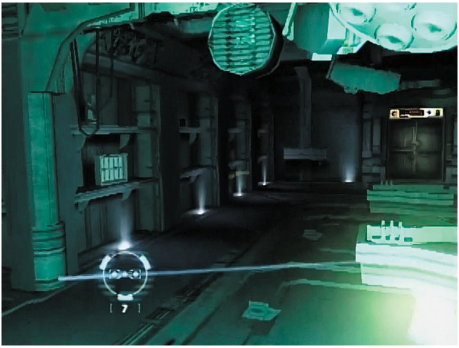
Text Log: Medical log: Dr. Warwick, B. (chief psych officer) Open the lockers along the back wall of P-Sec offices to discover an alarming report on one of the colonist's inability to sleep.

A Somber Errand

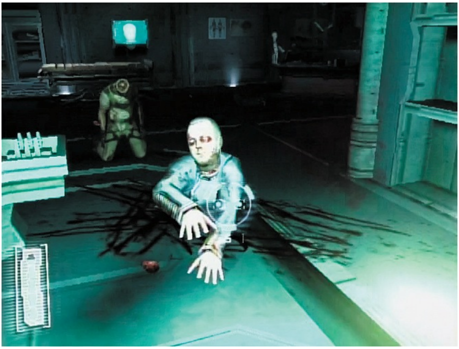
As you pass through the hallway en route to the elevator, stock up on plasma cutter ammo hidden in a pair of kiosks near a triangular bench. Weller refuses to believe that things are amiss in the colony, though word of a fight breaking out in the mess hall and an empty morgue are evidence to the contrary. The bodies of the suicide victims are strangely gone. Just as you start digging for information on the whereabouts of the bodies, a morgue technician stumbles in, shouting. Something's odd about this guy. Sure enough, you have to shake him off and shoot him after he makes a vicious effort to tear your throat out.



There's little time to figure out what's going on before the lights go out. What was already a creepy morgue becomes a terrifyingly dark one. Fortunately, you have a glow worm stashed for just an occasion. Light it, then load up on plasma cutter and P-Sec pistol ammo located on the shelves across the room as a precaution.



Leaving via the elevator isn't an option since the power has been cut, which means finding an alternate exit. However, before going anywhere, you have to contend with a group of psychotic morgue employees.



Keep your glow worm lit so you have enough light to aim your shots. Several enemies come around the corner, making it easy to focus your crosshairs to the right side of the room and unload on enemies as they appear. If any come close to you, knock them back with a melee attack and follow up with a kill shot.

With the morgue clear, proceed with finding a way to safety. Exit to the adjacent hallway amid the screeching of the emergency alarm. Weller's rookie, Karklins, isn't speaking clearly, but ignore him and focus on collecting the revival pack at the hall’s end, as well as the ammo scattered about.

Revival Packs: Unlike health packs, which instantly restore vitality, revival packs resurrect you when you’ve lost all your health. They automatically activate upon your untimely demise, restoring you to full strength. Grab one when you see it, as they're rare and extraordinarily helpful.

Hostage Negotiation

Head through the door and enter a tense hostage situation. A deranged man has two women at gunpoint, begging for their lives. Soothing words convince the man against harming the two women, although he has no problem lunging toward you. Defend yourself.

Send Weller and Karklins back to P-Sec and direct your attention to the victims.

Unfortunately, with your backup gone, the women decide to make a victim out of you. Dispatch both of them and then catch up to Weller and Karklins to warn them about the spreading psychosis.

Text Log: Situation report: Sgt. Sizzle, J. (Precinct 12) File away this text log, which is located on the ground to the right of the exit.

Leave the gruesome scene and head down the adjoining hallway, shooting the crazed colonists trying to halt your progress. Two strungout colonists rush in from the first door on your right. Another pair of colonists comes at you from the next door on the right after you move forward.

Weapon Upgrade: Reach for the P-Sec pistol upgrade lying on the floor at the end of the hallway.

Watch your step as two unlucky fellows crash through the glass ceiling, falling to their deaths. Step over their bodies and continue around the corner through the door to the clinic.

Prognosis Negative

Things inside the clinic are a mess: shards of broken glass everywhere, flickering lights, broken furniture.

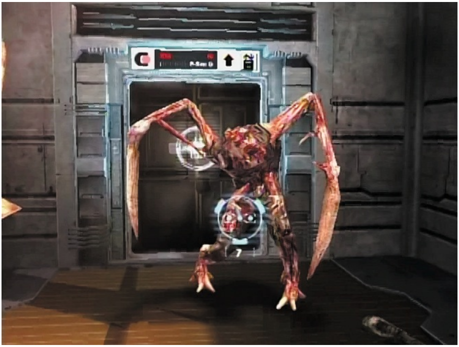
Text Log: Science log: Dr. Kyne, T. (chief science officer) Pick up the log sitting on the ground directly opposite the entrance to learn about Dr. Kyne's request to speed up research on the Marker.

Inch past the information desk and note what sounds like someone eating. A double take at the disgusting scene behind the desk is certain to keep your own appetite in check.

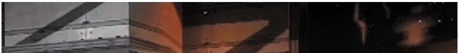
That's just as well because there are colonists hoping to feast on your remains, and you need to concentrate on killing them. Two foes shamble in from across the room, followed by a couple more as you take a defensive position in the corner. Exit to the main plaza, where a shocking scene involving a man stabbing himself with a pick unfolds the moment the door opens—it's only a taste of the insanity to come.

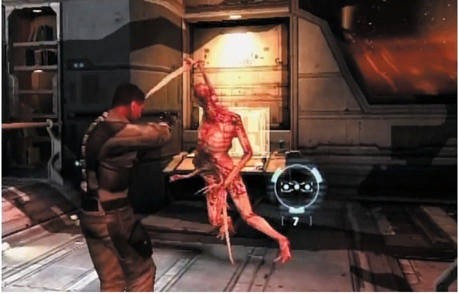
Colonial Pandemonium

Colonists are brutalizing each other with guns, sharp objects, even their bare hands. You're forced to join in the bloodshed when three colonists attack you at the center of the plaza. These guys like to dart away from your shots, so steady your aim and hold your fire until they stop moving. Additionally, fire one shot at a time rather than several in quick succession to avoid wasting ammo.



Advance up the stairs to P-Sec headquarters, taking out another wave of insane colonists. Weller calls out to you when you've cleared the steps, admitting he's stunned that the colony has so quickly descended into chaos. Karklins is with him, though the rookie looks like he's about to lose it.



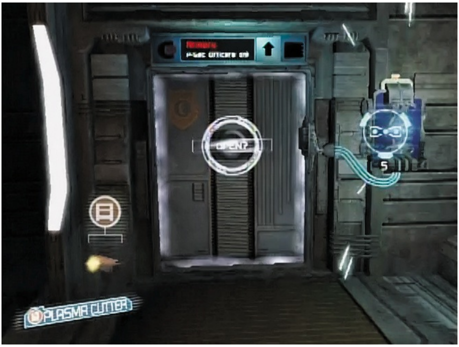


Before Weller can finish explaining that he has control of the situation, Karklins pistol-whips him. Now that Karklins has lost his mind, make sure he loses his head. The colonists assembling in front of P-Sec are too many for Weller and you to contend with, leaving you with no other choice but to hole up in P-Sec headquarters.

Weapon Upgrade: Grab the upgrade on the floor in the P-Sec lobby to beef up the power of your rivet gun.

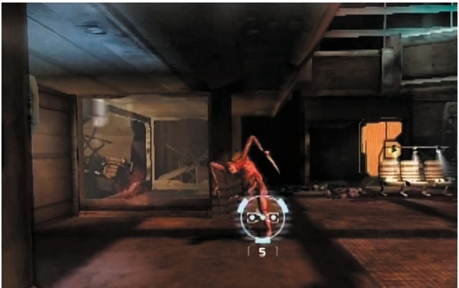
The colonists, however, aren't going to let you go easily. Before Weller can get the doors shut, bloodstained hands stretch into the lobby in a desperate effort to claw at the two of you.

Work quickly to rivet a metal panel over the door while Weller holds the colonists at bay. Use the rivet gun's alt-fire to blast the six highlighted points on the panel.

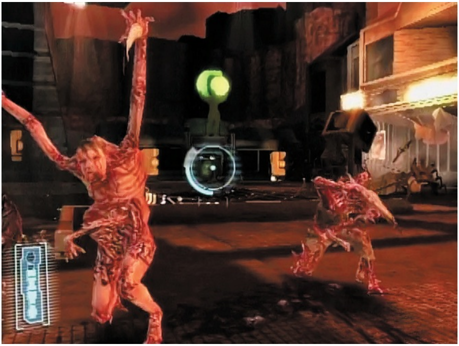


Hailing the Ishimura for Help Hunkering down inside P-Sec is only a temporary measure, and Weller suggests hailing the Ishimura for help. Lead Weller back to McNeill's office to place the distress call. Ride the elevator to the P-Sec offices, looking back quickly as you step off to make sure Weller is close behind.

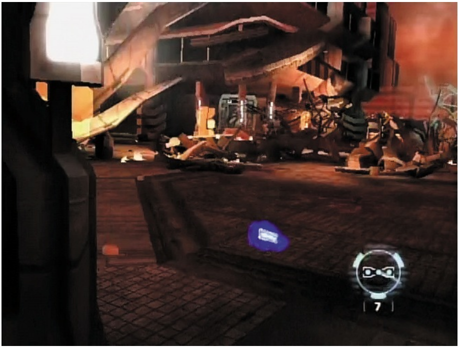
Instead of Weller, you're face-to-face with horror incarnate: a Necromorph Slasher. Dismember it, then proceed to McNeill's office.



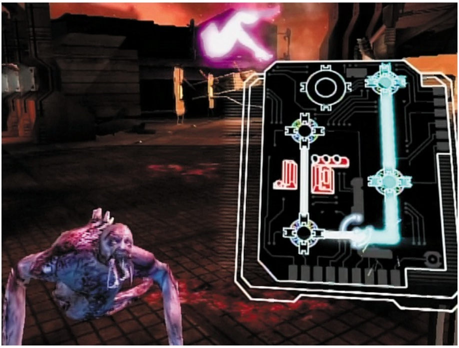
A Slasher appears as soon as you enter the office, a second one is at the bottom of the steps, and a third is near the windows. Weller handles a fourth on his own, allowing you to discover a young woman cowering underneath a desk. A stressed Weller tongue-lashes her for not helping to defeat the Necromorphs, but a cooler head prevails and McNeill asks her name.



She's Lexine Murdock, the girlfriend of the deceased Sam Caldwell. Now her father's gone missing. Hoping to get P-Sec to investigate his disappearance, she found herself trapped inside the office. Weller's too busy failing in his attempts to communicate with the Ishimura, but he takes stock of Lexine's suggestion to flee the colony via shuttle transport. Despite Weller's objections, depart from the office with Lexine in tow and make your way back to the barricaded P-Sec lobby.



Raiding the P-Sec Armory: On the walk back, a Free-Look sequence grants you an opportunity to access the P-Sec armory for bonus supplies. Shoot the purple power box on the wall to the left and open the unlocked door. Inside is a pulse rifle and some ammo clips.



Public Dead Space

Using your rivet gun's primary fire, remove the metal panel blocking the door and prepare yourself for what awaits on the other side.

The metal floor of the plaza is slick with the blood of colonists, their lifeless bodies strewn about like rag dolls. Your examination of the scene is cut short with the arrival of a new enemy: the Infector. These Necromorphs are capable of transforming a human body—dead or alive—into a Slasher. Kill the accompanying Slasher, then quickly shoot the Infector in the background to prevent it from spawning another Slasher.

The route to the shuttle is blocked by heavy debris, but a small opening should be enough for you to squeeze through. The arrival of several Slashers makes it imperative that you move quickly. Take out the enemies as Weller and Lexine crawl through the barricade. Aim at the Slashers' legs, as that will cause them to drop to the ground and slow their advance. Stasis also comes in handy for halting one or two enemies.

Hurry through the crawlspace as soon as you clear the plaza.

Crash Landing

Weller's subordinates chime in to report they're departing on a shuttle, which Lexine observes passing overheard; however, rather than merely passing, the gigantic vessel is on a collision course with the colony. Brace for the impact, then rush to the crash site to search for any survivors.

// Weapon Upgrade: Collect a plasma cutter upgrade on the ground near the shuttle crash site in the square.

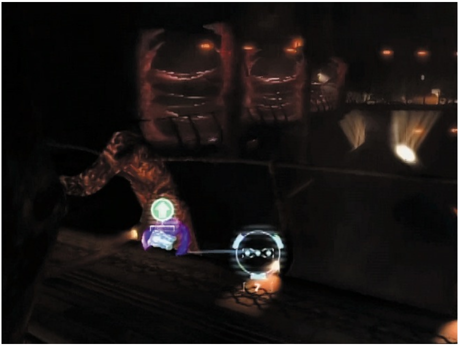
Lexine spots a man pinned under debris. As she and Weller pull him to safety, he identifies himself as Warren Eckhardt, executive director of colonial mining operations. He's got a chip on his shoulder, but also a backup plan. A shuttle in the maintenance bay could be a ticket out of the colony. Reaching it means traversing Megavent 12, which runs underneath the colony. A nearby lift will take the group down to it.

Use kinesis to remove debris from the lift doors. Next, solder the connected access panel to restore power to the lift. Work quickly to solder the panel, as Slashers and scorpion-like Leapers are relentless in attacking you during the process. Utilize stasis to halt their advances while you hack. If things get hairy, stop soldering and take a few enemies out before resuming. With power restored to the lift, the level ends.

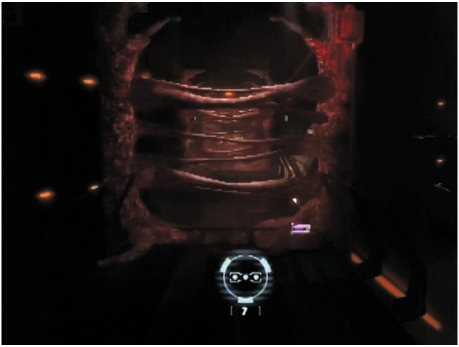
Chapter 3: Return to the Megavents

Eckhardt may take comfort in the imagined safety of the elevator descending into the Megavent, but the fill-lit tunnel seems anything but secure. The sickly orange tinge of organic matter lining the walls hints at something foul, and distressing sounds echoing through the dank air make it difficult to feel safe. Noise near the elevator thankfully turns out to be another survivor and not a flesh-hungry Necromorph.

This poor man has been trapped down here, desperately hoping to remain out of Necromorph sight. Unfortunately for both of you, that hope is dashed when three Slashers emerge from a nearby vent. Dismember them using the rivet gun, or switch to the plasma cutter, which easily slices through limbs. Block the vent after you defeat the Slashers to prevent more from crawling through.



Switch back to the rivet gun if necessary, then charge up the alt-fire in order to nail sheets of metal over the vent. Rivet the four corners of a square panel over the vent, followed by three reinforcing strips to finish the job.



// Weapon Upgrade: Look to the ground on the left after riveting the vent shut to and an upgrade for your P-Sec pistol.

Living Walls

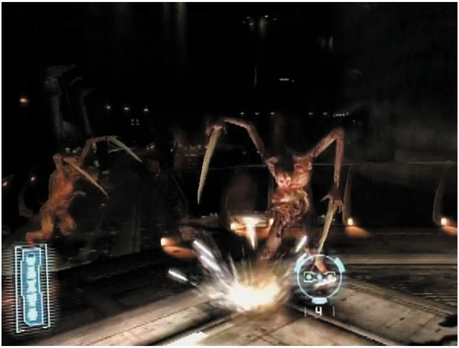
You've bought yourself some time, but not much. Move deeper into the Megavent, taking the opportunity during a Free-Look sequence to collect a few clips of plasma cutter ammo. Proceed along a narrow metal walkway until you come face-to-face with a fleshy fence. Hack through it with a melee attack.

// Text Log: Maintenance log: Denvers, Q. (MV24). Regarding organic growth in the Megavents Sitting on the walkway in front of the first fleshy wall is a maintenance log detailing the first report of organic growth in the Megavent.

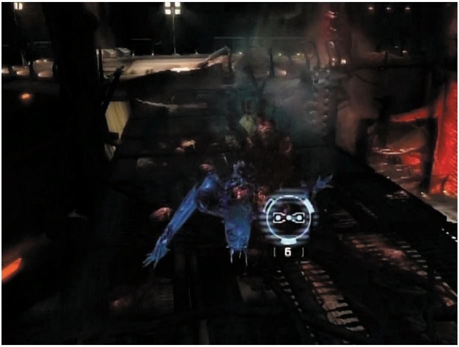
A Necromorph flying high above startles the group, but it passes in search of an easier target. Slice through another fleshy obstruction before one of Weller's men, Baines, crackles through on the radio. He somehow survived the shuttle crash, though admits he's at a loss for a way off the colony. Weller explains that their only hope is to make it to the maintenance bay, where one last shuttle can be found. Baines signs off with a hint of renewed hope in his voice, even though his solo trek to the maintenance bay will be a dangerous one.

Surviving the Megavent

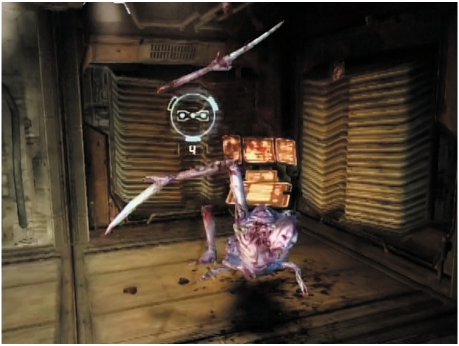
Continue to the platform ahead by cutting through another flesh obstruction. Lexine fearlessly runs up to collect an audio log amid the motionless bodies of several Slashers. Her bravery is rewarded with a recording by a female colonist named Amanda Castle, who theorizes that those suffering from dementia contracted it as a result of contact with the Marker. It's a point that seems obvious to Weller and fascinating to Eckhardt, but utterly terrifying to the rest of the group. The new guy breaks up the debate by insisting on a hasty fight to the maintenance bay, which is interrupted by Slashers that are reanimating.



Protect the group by dismembering the two Slashers that awake, followed by a third that climbs over the guardrail. Use stasis to slow one Slasher, and focus your attention on the other if you're having trouble dealing with both simultaneously. Resume fighting as a tram rolls underneath, taking on a Leaper and Slasher that scurry toward you. Deal with the Leaper first, since it's more dangerous; then turn your attention to the Slasher.

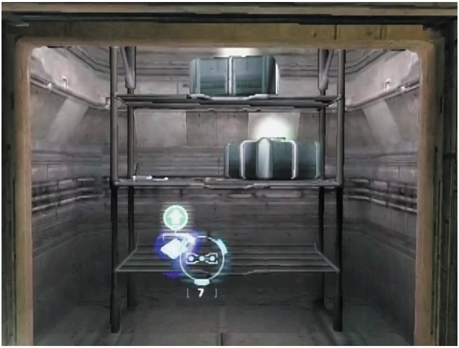


Another pair of Slashers await farther ahead. Get the jump on them by keeping your crosshairs low and firing at their legs as soon as they pop up. A Leaper comes in for the kill after you destroy the Slashers, so prepare to sever its arms before it has a chance to attack you with its sharpened legs. Walk to the illuminated platform ahead and check in with Lexine to see how she's holding up. Stock up on plasma cutter ammo by opening two footlockers before reaching a fork in the path.



Fork in the Road

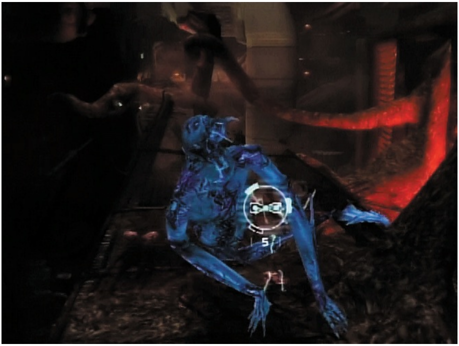
Head left to access a utility room filled with supplies. Alternately, you can skip ahead and take the righthand path, although you'll miss out on a load of goodies. Break through two fleshy fences on the catwalk leading to the closet, grabbing the pulse rifle ammo when you stop to peer off the walkway's side. Kill the Slasher that drops in from the ceiling in front of the door (ignore the dead decoy Slasher slumped on the floor); then hack the access panel in the corner to unlock the utility closet door.



Inside are a few clips of ammo, a text log, and a helpful weapon upgrade.

// Text Log: United We…Ascend? (Part 1) From a shelf in the utility closet, pick up this article, which examines the unusual faith of Unitology.

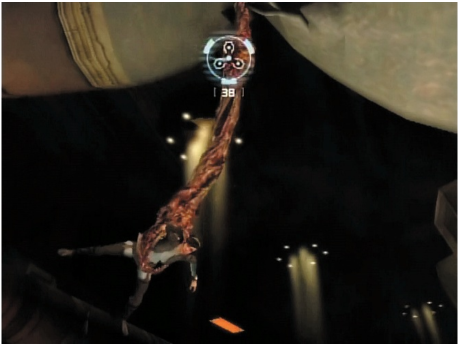
// Weapon Upgrade: Check the floor of the utility closet for a pulse rifle upgrade.



Rejoin the group when you're done raiding the supply closet; then continue your descent into the Megavent by climbing down to a walkway below. Weller's other subordinate, Hutchins, chimes in over the radio to inform you of the progress she and Baines have made in reaching the maintenance bay. They, too, have encountered the nasty-looking organic material growing on the walls. Cut through some of it to advance down a metal footbridge.

The Long Tentacle of Terror

Two Slashers greet you on the other side, along with a Leaper. Take out the Slashers before turning your attention to the Leaper, which hurls itself toward you once its compatriots are out of the picture. Using stasis against the Leaper is effective in this situation, because it prevents it from attacking you and it makes it visible against the pitch-black background.

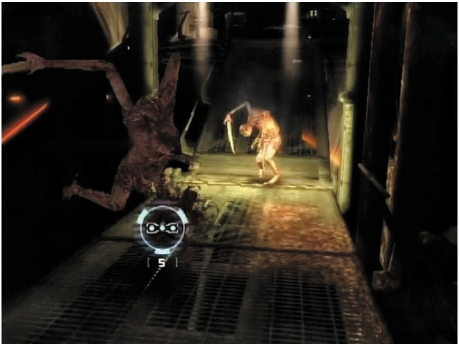


To proceed, climb over the Leaper's remains and several large necrotic veins wrapped tightly around the bridge. Snatch the pulse rifle nestled in one of the veins; its high rate of fire will chew Necromorphs to bits. The click clack of another tram prompts Eckhardt to recommend hopping aboard one as an easy means of reaching the maintenance bay, but his suggestion is cut short by a tentacle smashing through the ceiling and snatching Lexine.

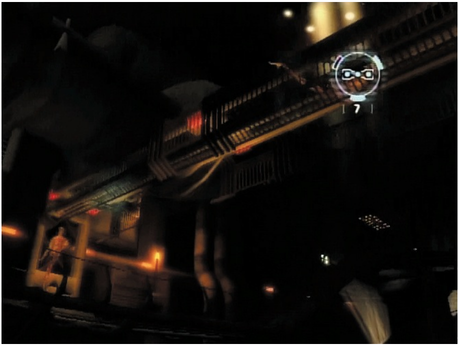
Prevent the creature, an enormous colony-wide monstrosity called the Hive Mind, from devouring Lexine by unloading a few rounds into its tentacle at the point where it meets the ceiling. It drops Lexine but then grabs the Megavent worker who joined you at the elevator—keep riddling it with bullets. The scared chap is holding on to Lexine for dear life without realizing that he's putting her life at risk. Shoot the tentacle until it retracts.

Lexine survives, but the Megavent worker wasn't as fortunate. Soldier on by breaking through a flesh fence. Restock your ammo supply during a Free-Look sequence, making sure to pan up for a clip after breaking the green supply boxes.

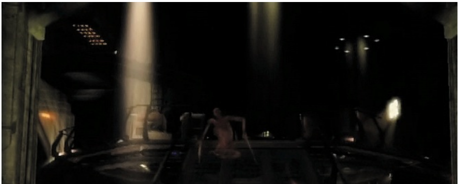
Dismemberment at a Distance



Move along the catwalk until blocked by debris. Use kinesis to move it out of the way, then step forward. Glance left to spot a couple of Slashers eyeing you from higher ground.



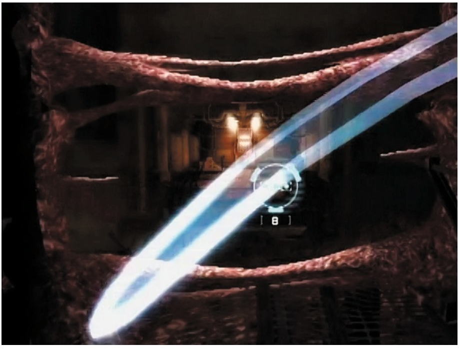
Dismembering them from a distance is challenging, although you can use stasis to make it easier to hit their limbs. The plasma cutter is essential here, primarily because too much precision is required when using the rivet gun when attempting to hit limbs at this distance.



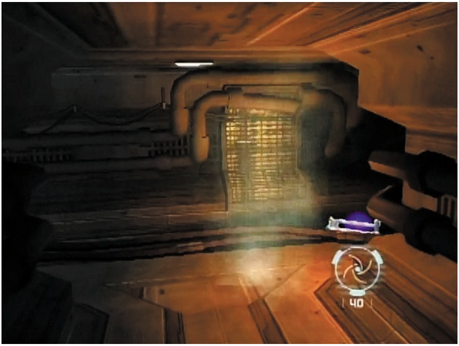
Turn back to the catwalk to confront more Slashers and a Leaper. Rid yourself of the Leaper first since it's the most dangerous of the bunch, then deal with the Slashers. Walk forward a few paces and more Slashers pull themselves onto the catwalk.

More alarming is the Leaper that defies gravity by skittering across the ceiling. Slow it down with stasis and cut its arms off before it can reach the walkway. Two more follow in quick succession. Work quickly to hit them with stasis and sever their arms. As soon as you destroy the Leapers, Slashers shamble down the catwalk. Kill them as quickly as possible before another Leaper rushes in to attack.

If you haven't eliminated the Slashers, use stasis on them to buy some time while you deal with the Leaper. One final Slasher has to be put down before you can walk up the ramp to the next area.



Return to the Air Vent

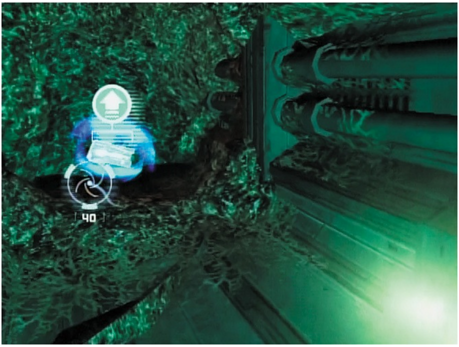


// Weapon Upgrade: Locate a plasma cutter upgrade behind a crate at the top of the inclined walkway.

Pick up some ammo to your right and press ahead. The stability of the path forward looks iffy, and when the bridge gives way, your suspicion is confirmed. After Weller rescues you from an assuredly fatal fall, Baines radios in with a status update. He and Hutchins are near the maintenance bay but have to battle a gang of Necromorphs guarding the entrance. Lexine suggests you shimmy through the colony's ventilation system to avoid a similar confrontation.

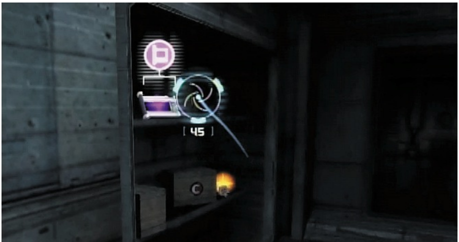
Ignore Eckhardt's protest and cut through a series of fleshy obstructions to reach an air vent along the tunnel's perimeter. Pick up the flamethrower on the floor near the vent and equip it—it'll come in handy when exploring the vent. There are also a couple of footlockers with ammo. Hack the control panel at the right to pry open the vent. Squeeze through the opening and journey inside. Hack through a couple fleshy obstructions to reach a juncture in the vent.

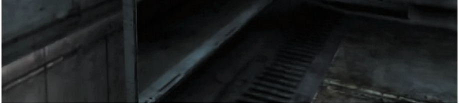
// Audio Log: Find this recording in a recess to the right after cutting through the first organic blockage in the air vent.



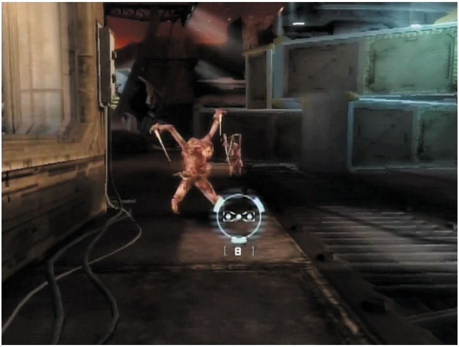
Select the left path since it's the most direct route, though both paths lead to the same location. Avoid the spiked protrusions that puncture the vent as you take the left path.

// The Alternate Path: Head right and you run into what looks like a dead end. A gaping hole lined with organic growth prevents progress, but pull a metal grate over it with kinesis and you're back in business. Hack through a couple fleshy walls and drop down a hole in the shaft floor to rejoin the main route.



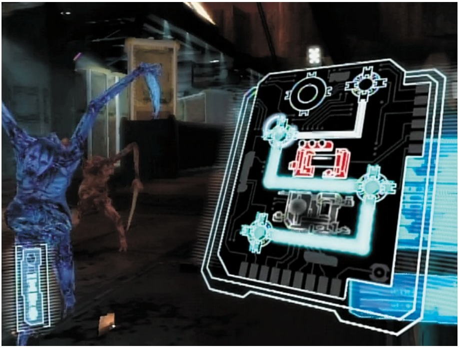


Chat with Weller as you warm up a glow worm to illuminate the shadowy vent. Under the green light, the goreslicked sides of the vent are visible. They're so slick, in fact, that McNeill slides down the vent away from the group. Clear another organic blockage before you hear the rattling of approaching Leapers. Whip out your flamethrower and sear them.



More Leapers lurk ahead. Search the side vents for ammo and enemies, keeping your flamethrower at the ready for any sign of danger. Douse with flames any Leaper that jumps at you.

// Weapon Upgrade: As you head through the vent, grab the flamethrower upgrade nestled in the dead end to your left. Act quickly because you're given a short moment to grab the upgrade before being pushed farther down the vent.



You have just a little bit to go when McNeill estimates the exit is nearby. As you leave the ventilation hub and turn right down a new section, broil a Leaper that tries to surprise you. It's a good thing you're near the end, because your glow worm runs out of juice. Slide down the final section, cut through one last organic obstruction, and emerge from the vent. Open the footlocker to the left for a small health pack.

// Text Log: CEC: About Us. Grab the text log stored on a shelf next to the air vent. After you exit the vent, the camera pans left, allowing you to pick up the log.

Cut and Run

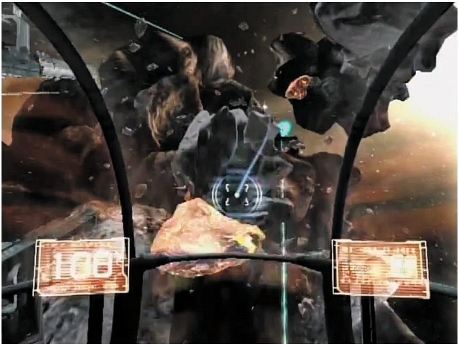
Exit the utility room to the maintenance bay—you made it! There's no time to celebrate, though, as Slashers and Leapers are wise to your arrival. Prioritize Leapers since they move the fastest. Use stasis to slow one or two enemies if you're feeling overwhelmed.

Baines and Hutchins are on the other side of the bay fighting off Necromorphs. They report the shuttle is locked, although Eckhardt is confident he has the necessary security clearance to access it. The plan is to meet with Baines and Hutchins at the control panel near the shuttle, then protect Eckhardt so he can unlock the doors.

Not even a moment after the plan is hatched, a massive tentacle erupts from the floor of the maintenance bay. It's the Hive Mind again, eager to devour you. Weller yells for everyone to run to the control panel, leaving you to fight off a wave of monsters. As before, concentrate fire on the Leapers to eliminate them before you take on the Slashers. When you reach the control panel, a second round of Necromorphs attack before it's safe enough for Eckhardt to unlock the shuttle.

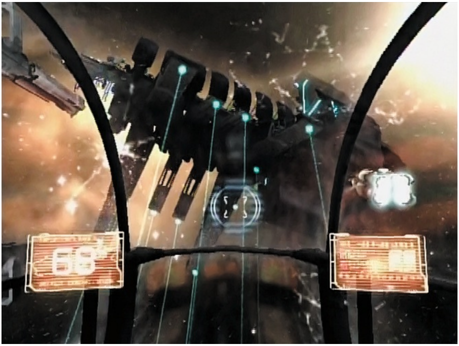
Unfortunately, Eckhardt can't get the shuttle to work, which leaves you to hack the panel. Solder it as quickly as possible. You're vulnerable to attacks while hacking, so if a Slasher comes in for a swipe, kill it before resuming work on the panel. Stasis is great for slowing Slashers, which in turn yields extra time for soldering. Succeed and the door unlocks, allowing the group to take refuge inside the shuttle. After taking a few final shots at the tentacle, Weller casually reports the creature's demise, though it comes roaring back to life. A hasty liftoff is all that saves the group from death.

Chapter 4: Rendezvous with Fate

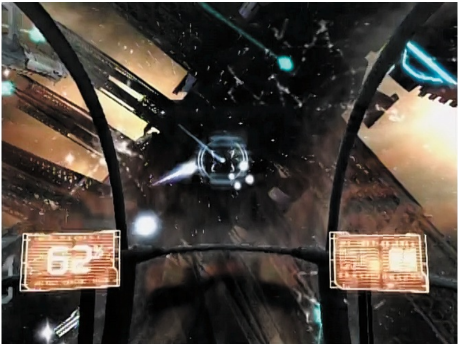


After narrowly escaping the clutches of the Hive Mind, the group is safe aboard the shuttle en route to the Ishimura. It’s not going to be a smooth ride, though, as tons of space debris threatens to break the shuttle apart. Man one of the turret guns and start blasting debris to spare the shuttle’s hull damage.

Look out for orange-tinted asteroids— these are the bits of debris you need to destroy. Ignore the other space junk and concentrate on shooting the orange bits. Pay particular attention to the screen’s edges, since debris has a nasty habit of sneaking toward the shuttle at the periphery. If too much debris hits the shuttle, the reinforced glass surrounding the turret begins to crack, a sign of imminent obliteration.

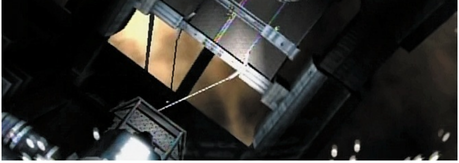


Soon the Ishimura comes into view. It’s an imposing sight—the segmented ship is tethered to the colony below like a parasite feeding off its necrotic energy. The ship’s crew issues an unanticipated warning: turn back or risk being fired upon. Another shuttle from the colony soars in, insisting they be allowed to dock with the Ishimura. Even as Eckhardt recites his title in hopes of acquiring permission to dock with the ship, the other shuttle ignores the warning and goes in to dock. It explodes under a barrage of fire from the Ishimura, leaving Weller to evade the fiery pieces as they hurtle past.

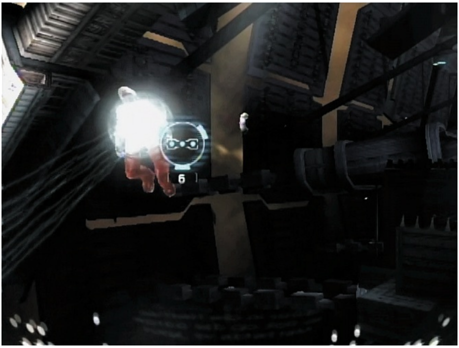


Into the Frying Pan

With no other option, Weller pilots the shuttle toward the Ishimura. Defend against the Ishimura's attacks by shooting the white energy projectiles. They come in groups of four, with two sets usually red in quick succession. Countering the shots becomes more challenging as you approach the ship, but if you move your crosshairs in a circular motion, you can eliminate shots with greater ease. Once the attacks stop, Weller brings the shuttle to a jarring halt on the surface of the Ishimura.

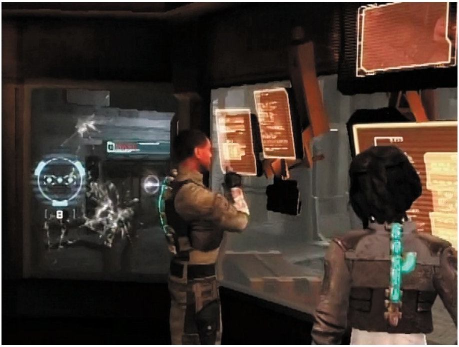


Shake yourself awake after the crash. Join the other survivors evacuating the shuttle. Weller explains that a maintenance airlock a few hundred meters from the shuttle offers an entry point to the Ishimura. Suit up and step outside. Follow Weller by jumping toward the circular hologram.



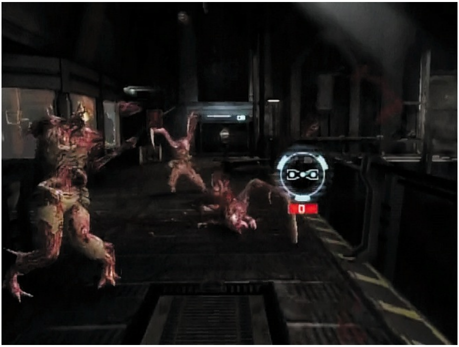
Watch for floating debris. Use kinesis to brush away any troublesome objects. Keep a sharp eye out for drifting small health packs, which can replenish any damage incurred if you get nailed by pieces from the shuttle wreckage. Three harrowing space jumps and you're outside the maintenance airlock. Weller is having no luck gaining access, and Eckhardt is no more successful. Attempt to solder the access panel after a rather rude quip from Eckhardt about Lexine having the security-level clearance of a waitress.

Opening the airlock causes a nearby pipe to burst, which knocks Lexine back. Use kinesis to reel her in before she drifts away to an agonizing death. End your spacewalk by joining Weller and Eckhardt in the airlock. Take your helmet off after the air cycles through, search the locker on the wall for a P-Sec pistol clip, then step into the adjacent corridor to begin searching for Ishimura crew.



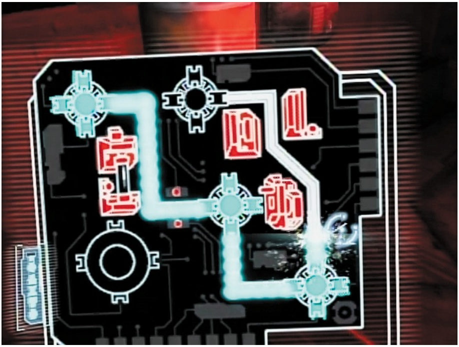
// Audio Log: Pick up this audio log left on a bench outside the maintenance airlock.

Welcome to the Ishimura Pass through the corridor on your way to the docking bay. Empty the two lockers on the wall before heading through the door on your left. Once inside the docking bay, collect more ammo by searching green supply boxes and a row of footlockers during the Free-Look sequence. Move through the quiet docking bay, meeting up with the rest of the group inside the control room when you finish surveying the area.



Hailing the bridge yields no response. Lexine notices a video feed showing a crew member being filleted by a Slasher. It appears that the Ishimura has fallen to the Necromorphs, too, leaving little hope for making it through this ordeal alive. McNeill offers words of encouragement just as a Slasher crashes through the glass into the control room. Quickly dismember it.

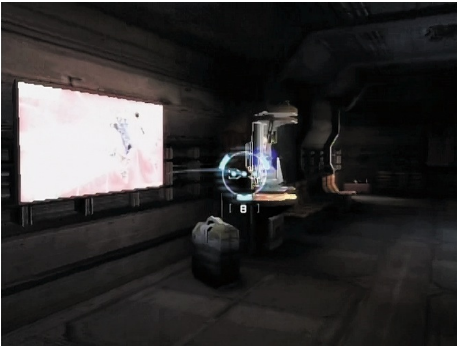
Lexine is understandably spooked, and she insists that odd noises are coming from the control room supply closet. Open it with Weller at your side and discover one of the remaining docking bay crew members.



// Weapon Upgrade: As soon as you open the door, grab this upgrade for your rivet gun from the floor of the supply closet.

Having witnessed the slaughter of his colleagues, the poor man is at his wits' end. Weller suggests having him tag along as the group makes its way to the bridge. Leave the control room and head for the docking bay exit.

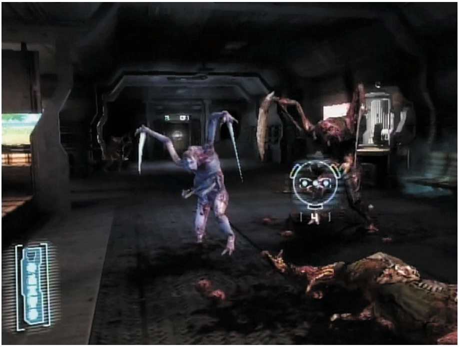
Slashers emerge from hiding, intent on making sure you never leave the docking bay. Take them apart limb by limb, using up some of the ammo you amassed when surveying the room earlier.



In Search of Survivors

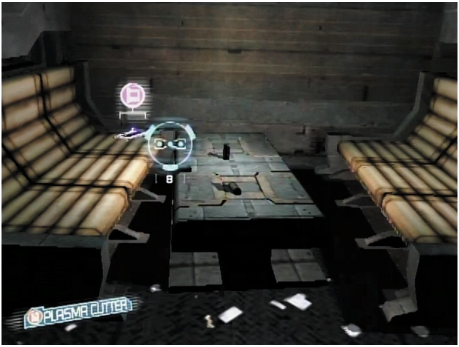
Exit the docking bay and watch your step as you enter the next area. A motion-sensing trap spans the width of the hallway, which you need to defuse before advancing. Disarm the trap, then continue. Inch forward down the hallway, equipping the pulse gun stored in the first room on your right. The pulse gun is better suited to combat in wide corridors and rooms, so exchange it in place of the flamethrower. During the Free-Look sequence, search the lockers against the wall on the right, then return to the hallway. Continue through the door at the hall's end to reach the crew commons.

// Weapon Upgrade: Check the kiosk at the opposite end of the commons for a plasma cutter upgrade.



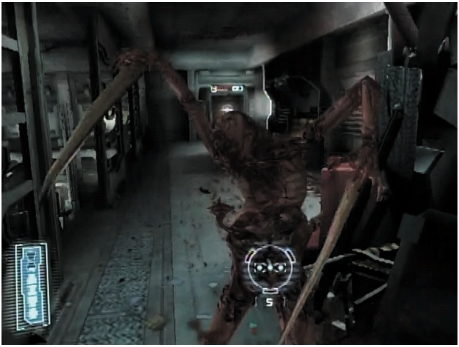
No sign of the crew is found amid the flicking lights of the trashed commons. Tiptoe forward so as not to draw the attention of any lurking Necromorphs—like the one that emerges from the floor and jumps on you. Throw it off, then sever its limbs as it struggles to recover from the fall. After you dismember the Slasher, keep searching the area.

// Text Log: Captain's log: Initial Infection Vectors. Pick up the text log lying on the floor of the commons to learn how the Necromorphs were able to quickly infiltrate the Ishimura.



Crew Dismemberment

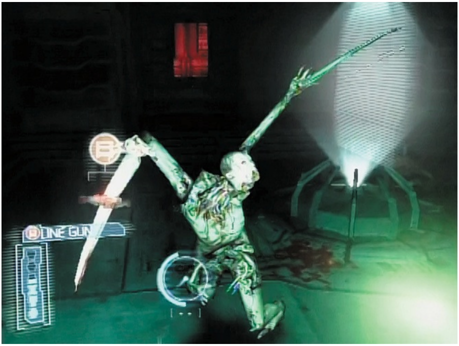
As you circle back to where you entered, Necromorphs materialize from the shadows. Take out the first two Slashers, then direct your fire toward a Leaper that rushes toward you from the lower left. Use stasis to slow it down. Alternately, if you didn't defeat the Slashers before the Leaper arrives, use stasis on any remaining Slashers and dismember the Leaper before dispatching them.



Things are just getting started. More Slashers put their grotesque appendages on display, making it easy for you to aim and dismember them with your weapon of choice. A Leaper complicates the battle. Stick to the aforementioned strategy: stasis any Slashers and focus on killing the Leaper.

TIP: Use the vertical alt-fire on your plasma cutter to easily slice off Leaper arms.

Proceed to the main commons once the area is clear. It looks like a tornado ripped through the area—flickering lights, furniture tossed about, and dwindling flames from what appears to have been an explosion. Take advantage of the Free-Look sequence to collect ammo scattered about the room.

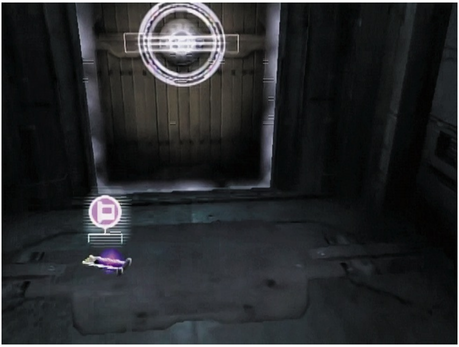


// Video Log: On a bench in the main commons sits a video log chronicling a Leaper attack against an Ishimura crew member. Pick it up when the Free-Look sequence ends.

Finish searching for supplies, then select a path when prompted. The left path leads to the cargo lift, and the right path is a shortcut to crew commons.

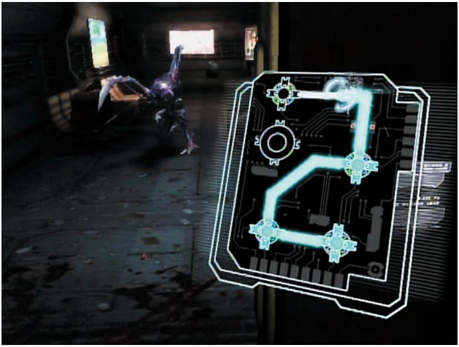
Cold-Blooded Communication

Select the left path and ride the lift to the mezzanine where you're greeted by three Leapers and a few Slashers. Stasis the Leapers as they crawl down from the ceiling; focus on dismembering them first, as they're more of a threat than the Slashers. Break the two supply boxes on the floor for ammo and pass through the door to communications. Pick up the line gun on the floor as you enter the communications waiting area. Proceed into the central room where you can stock up on plasma cutter ammo during a Free-Look sequence. Walk around the perimeter of room, noting the suspicious silence. Prepare for an influx of enemies as the lights go out.

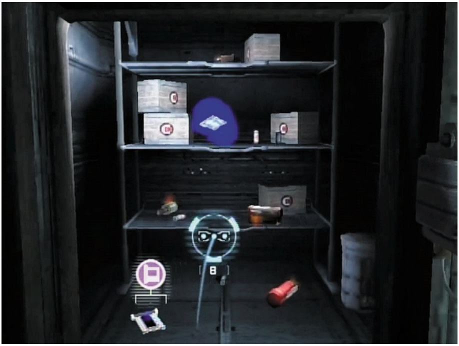


Shake your glow worm for a spot of light, utilizing stasis to target Slashers as they materialize from the darkness. It's difficult to make out anything in the pitch-black room, but do your best to dismember the Slashers before they get close enough to attack.

// Weapon Upgrade: Boost the attack power of your flamethrower by picking up this upgrade lying next to the communications display in the center of the communications room.



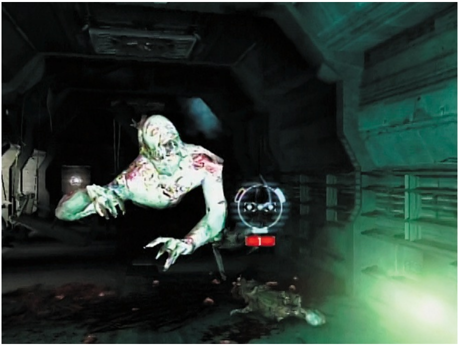
Slice the arms off a Leaper that scrambles toward you, then round the corner for another wave. Several Leapers skitter across the ceiling, granting you an opportunity to use your stasis module and carve them up before they even hit the ground. Leave their bodies behind and rejoin Weller, Lexine, and Eckhardt in the main commons.



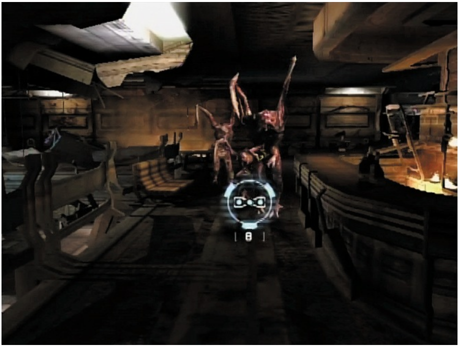
// Text Log: Deck log: Hallow, F. (AB) As you exit the communications room, locate this text log on the floor. It was written by a rattled crew member.

// The Shortcut: Instead of taking the detour to communications, the right path sets you on the fast track back to crew commons. Opting for this route allows you to equip a flamethrower sitting on a table in the main commons, but it's not the best weapon for battling Necromorphs in the large open spaces that lie ahead.

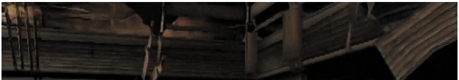
Manning Up



Return to the crew commons and start repairs on the elevator leading to the bridge. Soldering the panel is easy, thanks to a straightforward layout, but Leapers make it hard to concentrate. Eliminate them before attempting to hack the panel. Stasis is critical here, since both Leapers attack at the same time. Slow one Leaper, then dismember the other. Kill the remaining Leaper when the first one is dead.



On the elevator ride up, Eckhardt complains that Lexine is being pushed too hard. This falls on deaf ears, and Weller insists that Lexine "man up" as the group steps into an extremely dark corridor. Step into the darkness, keeping your eyes peeled for any sign of Necromorph activity.



Shoot the purple power box on the wall to gain access to a utility closet filled with supplies.

// Weapon Upgrade Search the utility closet for a P-Sec pistol upgrade.

// Text Log United We…Ascend? (Part 2) Inside the utility closet, grab the second part of the news article examining the religion of Unitology.

Light up your glow worm as you inch down the pitch-black corridor. The arrival of Necromorphs should come as little surprise, and neither should the difficulty of dismembering them in such a dark space.

Your glow worm provides a little light by which to see the Slashers and Leapers that drop from the ceiling, so use stasis to turn enemies blue, making them easy to spot. Take refuge in the mess hall once you've cleared the corridor.

Dining on Flesh

The situation inside the cafeteria is no better than elsewhere on the ship. During a Free-Look sequence, search for ammo among the overturned tables and mutilated bodies; then battle two Slashers that attack when you look back at the entrance. Reinforcements appear immediately, pushing you into a corner. Hold your fire for the moment, allowing McNeill time to escape the pack of Slashers by jumping down to the floor below.

It's not much of an escape, though, as more Necromorphs step forward from the shadows of the mess hall. Use the alt-fire on your plasma cutter to vertically sever the arms on a Leaper that scurries toward you; then switch back to primary fire when dismembering the Slashers that attack. Fire at an Infector in the background to prevent it from reanimating a corpse (killing the Infector is much easier and requires fewer bullets than dismembering a Slasher).

Step to the left and defeat a second wave of Necromorphs. Dismember the Leaper that dashes across the floor, as well as the Slashers that follow. Regroup with Weller, Lexine, and Eckhardt in front of the double doors at the room's other end. After debating whether the coast is clear, the doors open to reveal three armed security personnel. Before you even have a chance to explain yourself, you're hit with a Taser and it's lights-out.

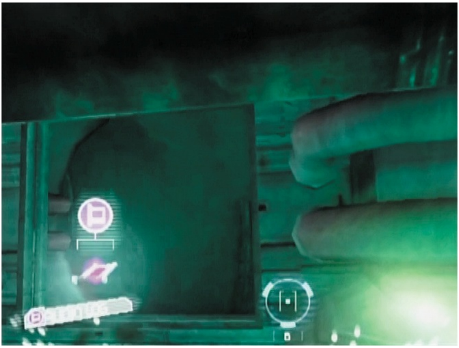
Chapter 5: Emergency Care

McNeill awakes to find himself in some sort of containment chamber. A woman is poring over test results on a computer, instructing a test subject to put on her clothes. Lexine saunters by naked.

The scientist walks toward you, promising to free you after releasing Eckhardt in the adjacent chamber. She introduces herself as Nicole Brennan, senior medical officer. Brennan explains that you were quarantined by Ishimura security in fear of the spreading Necromorph contagion. The din of an alarm cuts the conversation short, signaling a Necromorph attack elsewhere in the ship. Brennan assures you that everything is safe inside the containment room, but the group is wise to the ways of the Necromorphs—nowhere is safe. McNeill insists on overriding the security lockdown by traveling through a vent to reach the control panel at the room's perimeter. It's a risky plan, but given the alternative of sitting around waiting for the fiends to find some way inside, the choice is clear.

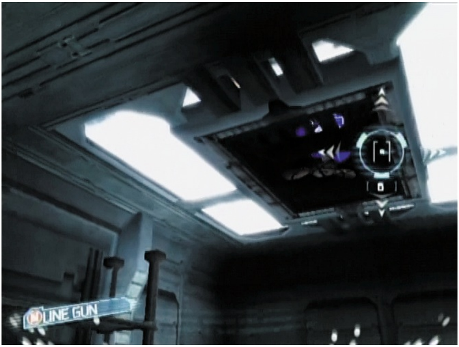
Slip into a spacesuit, then squeeze inside the vent. Give your glow worm a shake to light up the dark confines of the ventilation shaft. There's not much to see at first, just pipes and power lines.

The sudden appearance of Necromorph Swarms—tiny creatures capable of scuttling about on four tentacles— turns a quiet expedition into a claustrophobic crawl. Shake them off and continue through the vent.



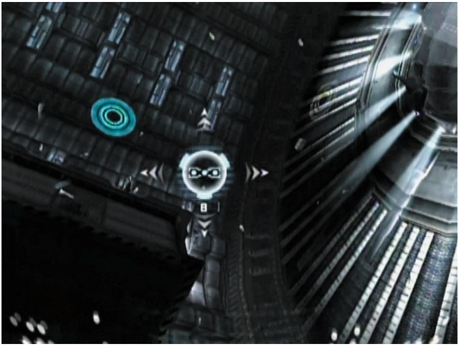
TIP: Remember to keep your glow worm lit by shaking your controller. Shining light inside the vent is a lot less frightening than inching along in total darkness.

Ahead is a dip in the shaft, which McNeill tumbles down. Recover and advance, shaking off a pack of Swarms ahead.



// Audio Log: In an alcove to your right, pick up an audio log detailing a crew member's decision to flee from the Ishimura.

Heave yourself up an incline and fire a few rivets at a batch of Swarms trundling toward you.

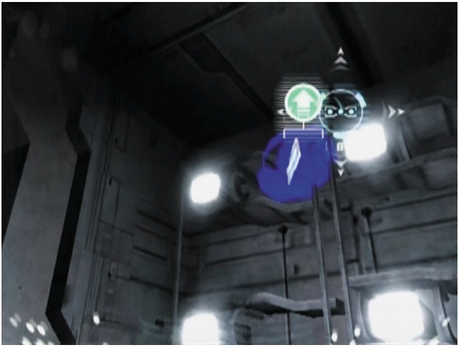


If you're fast and accurate, you can squish them before they have a chance to jump on your face. Miss them and you have to force them off before soldiering on. The vent drops into a storage closet where you can equip a line gun and collect some ammo during a Free-Look sequence.

// Weapon Upgrade: Look up during the Free-Look sequence in the storage closet to find a well-hidden pulse rifle upgrade.

Center of Gravity

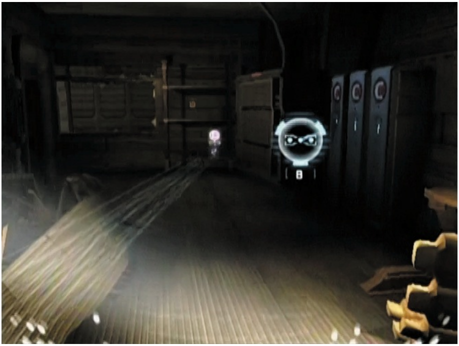
Exit the closet and pass through the field into the zero-gravity therapy room. Use Free Look to survey the space and to break the floating supply boxes for the ammo inside. When you're done, jump to either of two holograms: one on the left or another directly across from you on the floor.



If you choose the hologram on the left, two Leapers scramble toward you. Dispense with them using the plasma cutter's alt-fire and wellaimed stasis shots. If you choose the forward hologram, you face three Flyers. In either case, you have your choice of two destinations after you defeat the Necromorphs: a hologram on the ceiling and a second on the far wall. Jump to one and engage a pack of Leapers when you land.

Repeat the strategy you used earlier in defeating the pair of Leapers. Use stasis to halt three of the Leapers while you kill the fourth. Dismember the remaining creatures, then leap to the final hologram near the exit. Restore gravity by tapping the panel, then exit the treatment room. Head through the hallway to the imaging diagnostics area, stopping momentarily to collect supplies along the way.

// Weapon Upgrade: Collect the plasma cutter upgrade on the top shelf to your right in the room immediately preceding the zero-gravity therapy room.



After entering the imaging diagnostics area, check in with Lexine and Brennan to let them know you've made it through unscathed. No sooner does Lexine express relief than the wall behind you gives way to the vacuum of space. Hold on for dear life as the air rushes out of the room, leaving you breathless but alive. Gaze through the torn hull at the glittering expanse of space before resuming your mission.

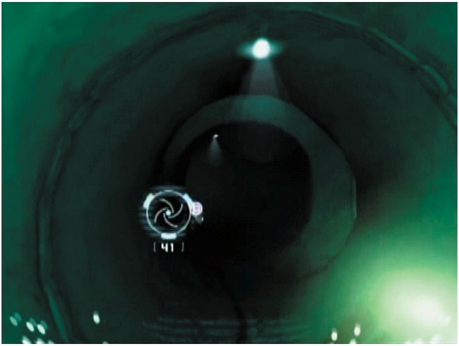
// Weapon Upgrade: Use kinesis to grab a line gun upgrade sitting far out on the Ishimura’s exterior hull.

FLAME THROWER

Ping Brennan again to let her know you're all right, then search for the security console.

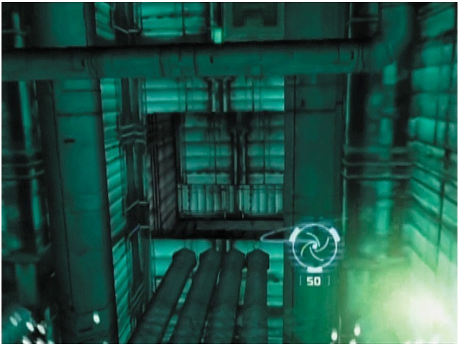
// Text Log: Welcome to the Ishimura (Part 1) Kneel down to grab this informative text log from the floor of the imaging diagnostics room.

Step up to the console on the desk and hack the circuitry to override the security lockdown. Succeed and you're rewarded with a Free-Look sequence during which you can stock up on ammo from the lockers lining the wall. Walk through the doorway to the now-exposed hallway where a crew member's vacuum-suffocated body drifts. Locate the exit, which is locked, then return to the room with the security control panel to find an alternate exit.

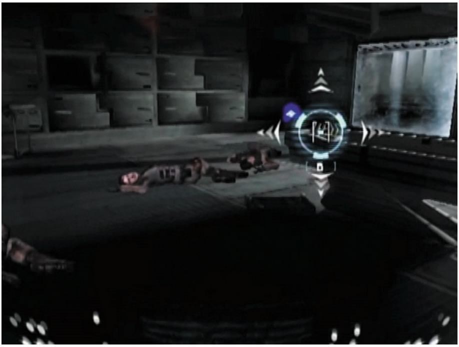


On the walk back, you catch sight of a Leaper's tail darting amid the rubble. Exterminate the two Leapers that rush you. When both Leapers are dead, climb into the air duct in the ceiling. Give your glow worm a shake to illuminate the round ventilation shaft.

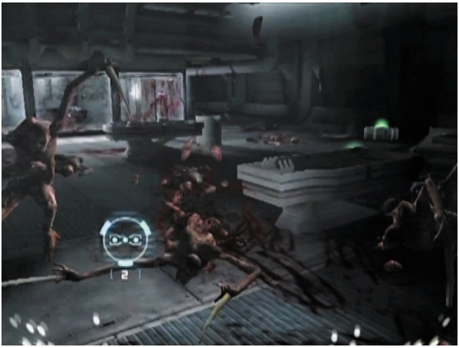
Deadly Detour



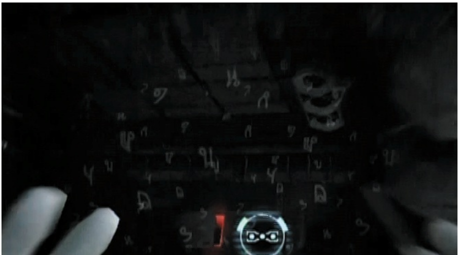
Slide down the shaft, listening for the chittering of any Leapers lurking in the darkness. At the first sign of danger, use stasis to both slow down and expose your enemy. The blue tinge of stasis makes Leapers stand out clearly, making dismemberment much easier. Ahead, the path splits: the right path takes you back to the group, while the left diverts you to bonus items.

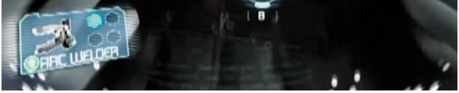


// Text Log: United We...Ascend? (Part 3) Lying inside the ventilation shaft of the left path is the third part of the Unitology exposé.



Progress down the right-hand path (if you opt to grab the items on the left, you automatically circle back). A warning pipes over the intercom instructing any surviving crew members to hustle to departing evacuation shuttles. No such luck for you, though, since you still need to override the lockdown so the others can leave quarantine. Climb up the shaft, using pipes as a ladder.

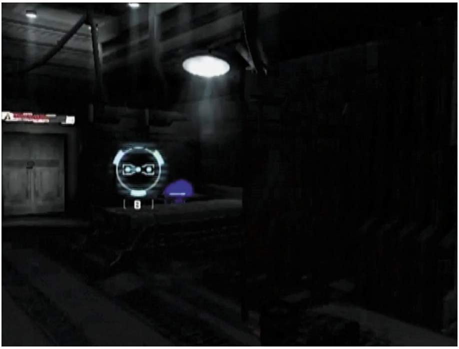




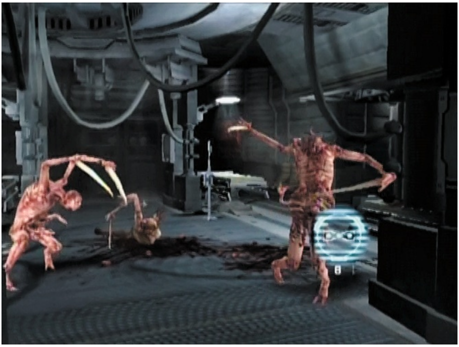
Swat away Swarms crawling about the vent before a pair of Leapers rush you. Slow their assault with stasis, using the alt-fire on your plasma cutter to slice off their arms. Alternately, fry them with the flamethrower if you picked it up back in the imaging diagnostics room. Crawl forward until you reach a metal grate that gives way, depositing you into the morgue below.

There's no time to get your bearings before Slashers surround you. Start by severing their legs to stall the assault, then finish them by breaking off their arms. The line gun is magnificent in this situation, enabling you to hit multiple limbs on multiple creatures with a single shot. Make sure you kill the Infector in the background before it has a chance to create another Slasher.

// Weapon Upgrade: As soon as you fall into the room, reach for an arc welding gun upgrade in the corner near the lockers. Grab it in anticipation of picking up an arc welding gun later in the level.



Snap up ammo from the supply boxes lying about the morgue as Weller radios you. His impatience is understandable— you're just as eager to find a way off the ship. Brennan interrupts and tells you to stay put. The group is leaving quarantine and will meet you in the morgue.

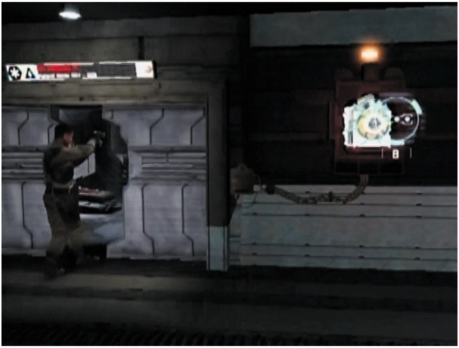


Bizarre visions toy with your head, haunting you with distressing symbols and gory images. Some are figments of your imagination, whereas others are real, such as the Infector that straddles you in hopes of converting you into one of them. Push it off and nail it with a couple shots from your plasma cutter. Dismember the Slasher that follows.

Together Again

PLASMA CUTTER

Weller, Brennan, Lexine, and Eckhardt arrive shortly thereafter. Plans to meet with the ship's captain are abandoned when the body on the operating table in the adjacent examination room is revealed to be Captain Matthius. Before Weller has a chance to articulate a backup plan, Eckhardt pleads that they move to a more secure location. Leave the morgue and take the elevator to the emergency room as Brennan suggests.

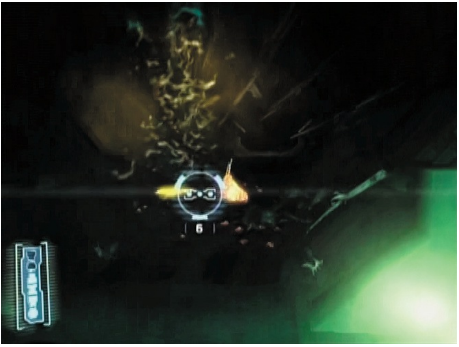


// Weapon Upgrade: Grab the rivet gun upgrade sitting directly across from the elevator in the emergency room.

Nearly every bed is filled with an ailing crew member, and the only medical staff to care for them is a man named Perry. He tells you he hasn't slept in almost 24 hours but pushes himself to work, given the dire situation. The tinny patter of Necromorphs in the ventilation system disrupts the conversation.

Weller shoots you a knowing glance before a Slasher drops in and decapitates poor Perry. Exact vengeance on the Slasher, then dispatch two more that appear to the left. Circle around the column and take out more Slashers that come in via a vent on the wall. Load up on ammo before directing your crosshairs at more Slashers that materialize at the other side of the emergency room. Note the appearance of new acidspitting female Slashers. To avoid the caustic balls, catch them with kinesis and throw them back for damage. Turn around to execute a final set of Slashers. Brennan suggests abandoning the emergency room via the adjoining hallway to escape the Necromorph onslaught.

// Emergency Firepower: Fire at the purple power box on the wall to unlock a closet filled with ammo and an arc welding gun.



It seems like a good idea until halfway down the hallway a new enemy appears: the Pregnant. Shooting the creature's enlarged abdomen results in an explosion of Swarms that attack en masse.

Avoid this by severing the Pregnant's limbs. Stasis is essential, because unless you're an ace shot, the Pregnant's jerky movements make dismemberment tricky. Another Pregnant appears with a Slasher entourage immediately thereafter. Use stasis on the Pregnant to buy yourself enough time to deal with the Slashers. Dismember the Pregnant when you've defeated the Slashers, then hightail it back to the emergency room.

Disable the door by using kinesis to pull the power core from the wall. Weller advises heading to a nearby security station. Flee the emergency room through the door near Perry's body. Hack apart the Slasher that falls from the ceiling in the adjacent waiting room. The security station is just through the next hallway.

Insecurity

McNeill sarcastically greets security personnel, who are struggling to fix a jammed door. Weller isn't pleased with their progress and orders you to rivet the door shut. Work fast, unless you want to be food for a creature whose tentacle slithers through the door.

In the relative safety of the barricaded station, Weller contrives a new plan. The two of you will respond to a distress call in engineering, while everyone else stays put. Lexine isn't having any of it and insists on joining. Eckhardt relents and decides to tag along, too, but not without a sharp remark from Weller. Proceed to the tram station.

// Text Log: Autopsy Report Grab the text log sitting on the bench in the waiting area. You're given a short moment to pick it up, so grab it quickly.

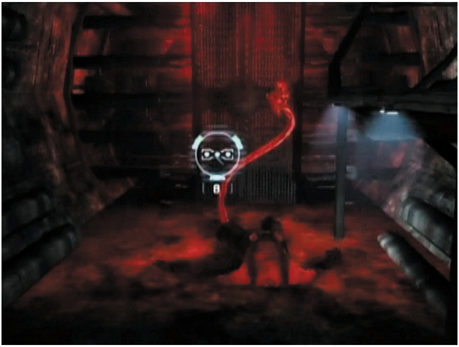
Service has been interrupted, leaving you with the option of waiting until trams start running again or footing it to engineering. Amid Eckhardt's insinuation that such an idea is nuts, step down from the tram platform to the track below. Almost immediately, Necromorphs attack.

A new enemy, the Exploder, drags its glowing orange appendage toward you. Its intent is suicide: to shamble within range and detonate its volatile arm, harming you in the process. Do yourself a favor and euthanize it by shooting its explosive arm. This kills the Exploder and damages any nearby creatures. Eliminate the Slashers that run toward you (use stasis to illuminate them in the dark if you're having trouble spotting them) before continuing down the track. As the group proceeds, McNeill blames the Marker for their dilemma, which Eckhardt declares nonsense. The track gives way just as the debate heats up, sending you tumbling into the sewers.

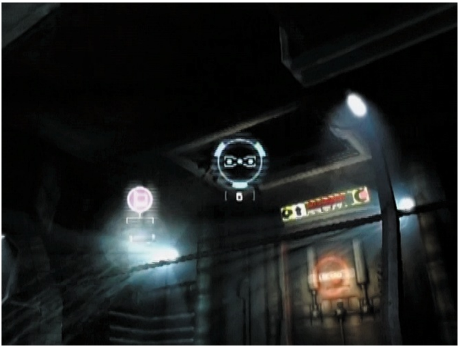
Chapter 6: Nowhere To Hide

Walking to engineering wasn't such a good idea. With the floor collapsing beneath their feet, McNeill, Lexine, Weller, and Eckhardt take an unwanted dive into the ship's aqueduct system. Everybody's all right, just wet and cold. Buck up and search for a route to engineering.

Crouch under the steaming pipe, then wade through the murky water with glow worm in hand. Lexine comments how she always wanted to visit the Ishimura but not like this: chilled to the bone from the dank water and freakish Necromorphs. When you reach the T-junction, glance at the rotting body floating in the water to your left.

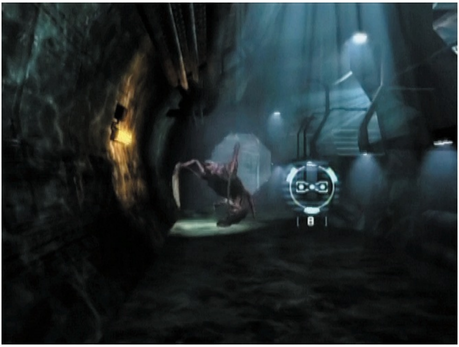


Shoot the tentacle that sprouts from the head. Eckhardt makes an unsettling observation: The Necromorphs are adapting to the moist environment and are breeding a new creature called the Leecher. It's enough to unsettle Lexine, who yelps as something plops into the water behind you. Thankfully, it's nothing and you can continue sloshing your way through the aqueduct.

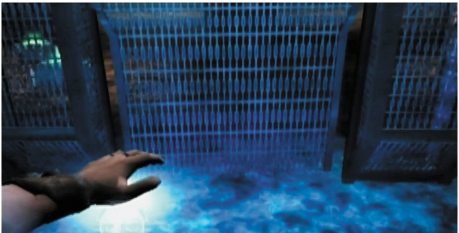


// Text Log: Chem Lab Report. Break the grate on the ceiling above the locked door on the right to expose a text log hidden in the air vent.

Something sinister does lie ahead, though, and Lexine senses it.



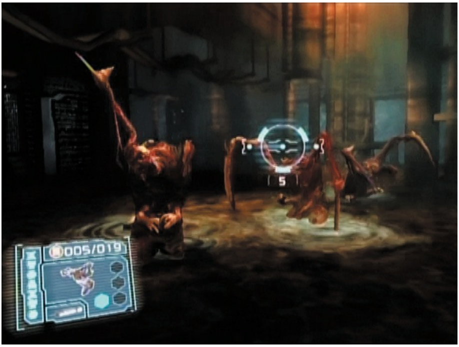
A Super Slasher—a hardier, tougherto- kill version of the standard Slasher—splashes into view, struggling to move toward you with its spindly legs submerged. Slice off its arms before severing the legs. If you cut off its legs first, its arms will be submerged, making it difficult to line up a clean shot. Pick up the line gun on the platform to the right as you press forward.



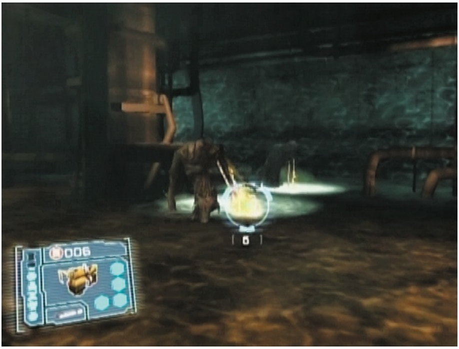
Blood in the Water

The path splits, although since both routes immediately converge in the room's center, there's no advantage in choosing one over the other. Opt for the left path and you battle Slashers and Exploders, whereas the right path pits you against Leapers and Super Slashers. Concentrate on taking out the visible limbs before trying to sever those underwater. Supply boxes can help keep you stocked on ammo, but you want to minimize wasted shots by dismembering what you can clearly target before shooting at what you can't see underwater.

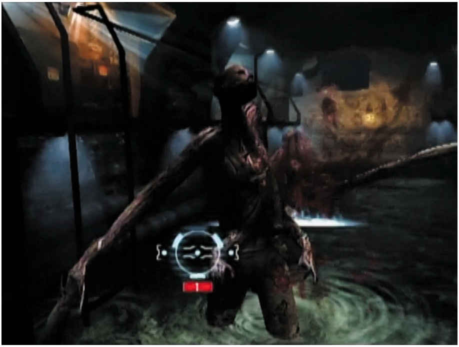
TIP: Hurl supply boxes at enemies to both break them open for ammo and damage your target.



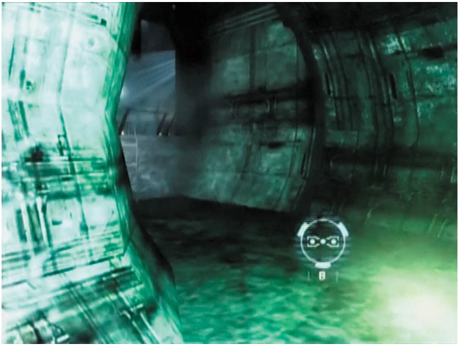
Arrive in the room's center to fight Leechers. Shoot them as they pop up from the water or risk getting whipped by their tentacles. When the battle ends, collect any dropped ammo clips and break open supply boxes during Free Look. Obliterate the Slasher that attacks on your way out of the room.



More dangerous foes await in the tunnels ahead. Two Exploders inch down the tube, along with a few Super Slashers and a Lurker on the platform to the left. Trigger a crippling blast by ring at the Exploders' orange appendages. That ought to kill them and take out one of the Slashers, if not at least sever a limb or two.

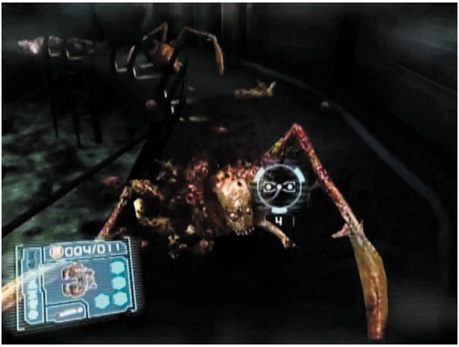


Killing the Lurker demands more skill. Plucking the three tentacles on its back is one way to get the job done, but it's easier to wait for the creature to throw a projectile at you, catch it with kinesis, and throw it back for damage. It's possible to save ammo by using these projectiles against the Slashers wading in the water. Move forward once the area is clear, grabbing the arc welding gun on the platform to your left.

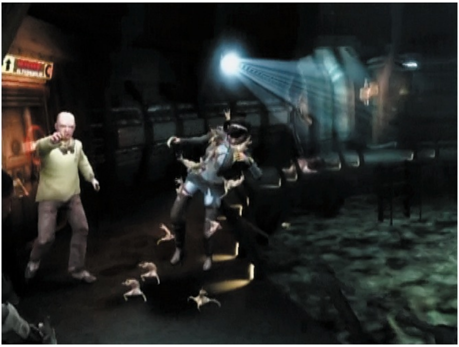


Drowning in Fear

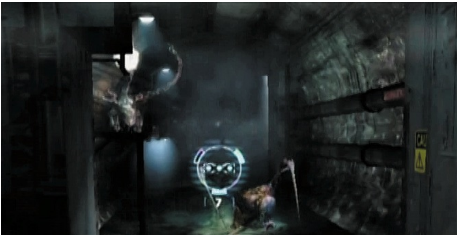
Light up your glow worm as you pass through the gated sewers. You're spared the horror of battling Necromorphs for a brief moment. The sound of rushing water prompts Weller to surmise that you're near the water treatment center. Climb the ladder to the metal walkway and watch as two Super Slashers gut a worker.

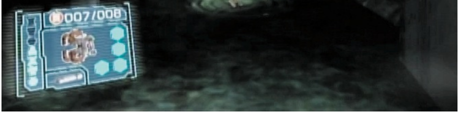


They're intent on making you their next target. Whip out your line gun and aim for their heads for a quick kill. If you're unsuccessful, focus on taking out their legs to slow their assault, then slice off their arms as they drag themselves on the ground. An Infector commandeers the dead worker's body during the fight, yielding a third Super Slasher. Defeat it and you're granted a Free-Look sequence, during which you can collect ammo from the supply boxes bobbing in the water.

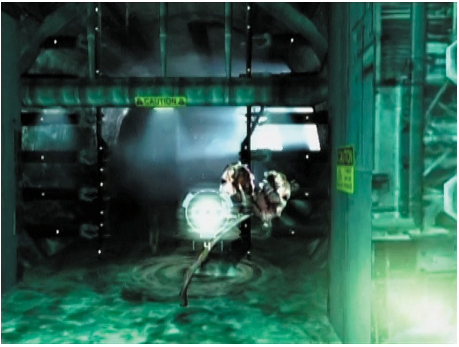


Circle around the treatment center and listen for an odd hissing sound. It's a pack of Swarms, and they're rushing toward Lexine. In an instant, the creatures overrun her, and she flails her arms in a desperate attempt to brush them off.



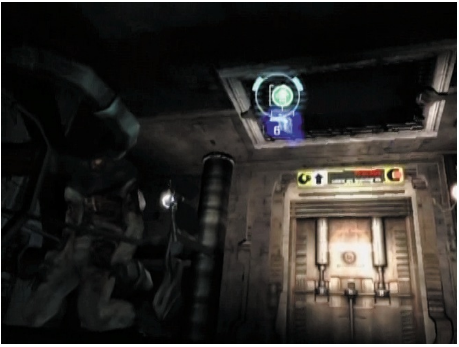


The poor woman falls into the water, jolting McNeill and Eckhardt into action. The two men dive into the water in search of Lexine, but she's nowhere to be found. Weller claims nothing can be done and they should move on. McNeill relents and the group—one person fewer—continues in the search for a route to engineering.

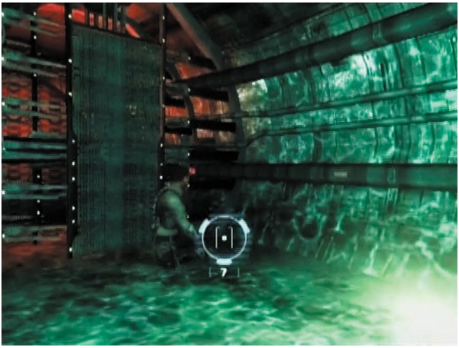


Drop back into the water at the entrance of a tunnel leading away from the treatment center. A Lurker hisses at you, joined by a Super Slasher. Stasis the Slasher, then wait for the Lurker to fire a projectile at you. Grab it with kinesis and shoot it at the Slasher. Destroy any remaining limbs to finish it off. Turn your attention to the Lurker, slicing off its tentacles for an easy kill.

Continue down the pipe, using your glow worm for light. Eckhardt scolds Weller and McNeill for not leaving Lexine with Brennan back at the security station, implying that it's their fault that she's missing.



McNeill reminds him that Lexine may not be dead, just as he stumbles upon a body ravaged by a Leecher. Kill it and continue forward.



// Weapon Upgrade: Destroy the grate on the ceiling above the locked door on the right in order to grab a line gun upgrade tucked away in the air duct.

// Weapon Upgrade: Search for a P-Sec pistol upgrade in a ceiling air vent located on the second platform, to your left.

Dead End

Tensions are running high, and running into a dead end doesn't help the mood. Eckhardt states the obvious: You're lost. Turn around and walk back the way you came.

A Super Slasher greets you on the platform to your right. Dispatch it with a couple quick shots. Super Slashers appear on the left and right, pressing you from both sides of the tube. Retreat and wait for them to turn the corner; then fire your line gun for an instant-kill decapitation. If you miss the head, your shot should still slice off their arms, leaving you to amputate their legs to permanently put them down.

After you defeat the Super Slashers, two Leechers extend their tentacles above the water. Slice the protrusions, then step forward. Use stasis on the Slasher that tries catching you by surprise and then behead it before turning the corner.

Another Super Slasher is waiting for you, accompanied by a Lurker and Leecher hiding in the water. Use stasis on the Slasher, then grab a projectile from the Lurker and fire it at the Slasher. Repeat until the Slasher is dead. By then, the Leecher will extend its tentacle above the water's surface; destroy it before focusing fire on the Lurker. Once the area is clear, step onto the platform and examine a nearby shaft as a potential escape route.

Shimmy through the narrow space and exit to an aqueduct filled with noxious gas. Weller notes that the ventilation system isn't working. Rush over to the computer terminal—pick up the pulse gun on the floor on the way—and hack the ventilation system into working condition. Catch your breath, then hop down from the walkway into the water.

// Audio Log: Note the audio log located under the metal walkway. Grab it after you jump down from the walkway.

Still Searching for an Exit

Head down the aqueduct, with Weller and Eckhardt following close behind. As you approach a platform on your right, McNeill has an alarming vision of a Lurker. Unfortunately, it's not just a figment of his imagination. Fillet the creature's tentacles using the line gun or knock it into oblivion with your newly upgraded force gun.

// Weapon Upgrade: Check the air vent directly above the Lurker for a force gun upgrade.

March on and kill a Super Slasher that drops in from a pipe overhead. One well-aimed shot with the line gun is all it takes. Press forward until you reach a split in the path.

// Weapon Upgrade: Break the ventilation shaft above the platform where the path splits, and grab the contact beam upgrade. Pick it up in advance of finding a contact beam later in the level.

Ignore the left-hand route; it leads to a dead end. Opt for the right-hand path and give your glow worm a shake to light the way. Shoot the Leecher that splashes into view, then cut through the organic growth blocking your advance.

// Weapon Upgrade: After defeating the Leecher, collect a flamethrower upgrade from the air vent situated above the platform on your left.

At the Water's Edge

Being lost in the waterways is starting to unravel nerves. Weller and Eckhardt are hearing things in the abject silence. Their loss of sanity is nearly as distressing as the Necromorphs, but there's little time to stop and ponder their mental health. Clear another organic obstruction to reach a platform on which rests a contact beam. Equip it in place of any weapon that is low on ammo; otherwise, pass it up.

Confront two Super Slashers and a Lurker on the platform ahead. Fire off your line gun to do away with the Slashers' extremities. Finish them using one of the Lurker's projectiles. After the Slashers are dead, continue to catch the Lurker's projectiles, throwing them back at their creator instead. A few throws is enough to put it down.

// Text Log: Welcome to the Ishimura (Part 2). Pocket the second part of the introduction to the ship sitting on the computer console near the Lurker.

Trudge through the water, making sure to gather ammo from the supply boxes sitting on the walkway to the right.

// Text Log: United We…Ascend? (Part 4) On the right is a platform with green supply boxes. Shoot the ceiling above the platform to find a fourth text log examining the bizarre faith of Unitology.

Go around the bend in the pipe and look back to make sure Weller and Eckhardt are keeping up. There's a small waterfall to climb before arriving in a massive chamber. McNeill remarks about the stench to which Weller reminds him that the crew's bodily waste has to end up somewhere. The gutter talk is interrupted by a female voice.

The woman introduces herself as Dr. Karen Howell from agricultural engineering. She's quick to correct Weller, identifying the putrid smell as derived from plant matter—not that it makes it anymore bearable. Howell insists that you head upstairs and dry off, although you're not given much of a choice by the monster that emerges from the slimy water.

The Slug

Killing the Slug takes quick reflexes and smart tactics. Avoid its initial attacks by firing at the yellow interior of its thick tentacles as it raises them in preparation for a swipe. You know you've succeeded when the tentacle coils back; expect to get smacked hard if you miss.

After hitting the tentacles a few times, skirt over to the walkway on your left. Stick to the same tactic of shooting the yellow insides of the tentacles to prevent the creature from attacking you. Use stasis as soon as you glance behind you at the rotating fan. Lure the creature into the fan shaft by stepping inside. Once the tentacle stretches in, the fan starts back up and shreds it to pieces.

Return to the chamber's center and parry the creature's attacks with shots to its yellow soft spots. Since you've chopped off the left tentacle, you need only to concern yourself with the remaining right arm. Race over to the walkway on the right after a few successful attacks. Weller shouts for you to use stasis on the fan; do as he says during the Free-Look sequence that follows.

// Weapon Upgrade: Collect the arc welder upgrade on the right-hand metal walkway during the Free-Look sequence.

Step behind the fan to attract the tentacle, then watch as it gets chewed up by the blades. Pick up the medium health pack at the rear of the vent before heading back into the main chamber.

It's not giving up yet. Two more tentacles remain, and chucking explosive barrels is the only way to sever them. Use kinesis to heave the first barrel that surfaces in the water and throw it at one of the tentacles.

If you miss, the creature curls around your legs and drags you toward its mouth. Unload a few clips into its jowls to make it relinquish its grip.

The beast continues to fight after all of its extremities are gone, hurling explosive projectiles from a rear organ. Catch these and fling them back, aiming for the oscillating yellow organ at its anterior. For an easy victory, zap it with the arc welding gun, if you picked it up earlier in the level. Once you've dealt it enough damage, the creature's body falls limp into the water. Don't expect any praise from Weller or Eckhardt—the two are back to bickering as the level comes to a close.

Chapter 7: Life and Death

As McNeill, Weller, and Eckhardt endeavor to find a way to engineering, you now take control of Dr. Karen Howell, who fled during the battle against the Slug. Escaping to her office, Howell faces the grim reality of having to battle the Necromorphs on her own. Fortunately, she's packing a rivet gun and a new weapon called the ripper, which launches rotating saw blades capable of cutting through limbs like a hot knife through butter.

As Howell finishes recording a video log, watch for a Slasher stalking her in the background of the video. She whips around to confront it, only to realize it's an illusion. Suddenly a Super Slasher drops through the ceiling. Fire up the ripper to saw off the Slasher's limbs. A Leaper appears moments later. Switch to the rivet gun and blast the creature's arms off. The ripper isn't as effective against the Leaper since the creature moves out of range when attacked.

Another Leaper, along with two Slashers— one standard and the other a Super—joins the assault. Use stasis on the Leaper, then slice the legs of the two Slashers to slow their movement. Next, kill the Leaper before stasis wears off. Use the ripper to finish the two remaining enemies, then set out for the shuttle bay.

// Text Log - Welcome to the Ishimura (Part 3) Before leaving the office, search the row of lockers on the right for this text log.

Unnatural Growth

The hydroponics lab is choked with organic growth, the necrotic flesh covering the walls. Several Leapers and Slashers emerge from the growth, charging you at full speed.

Quickly use stasis on the Leapers to halt their advance, then use kinesis to pick up the red explosive barrel against the wall and throw it at the wave of Necromorphs. Carve up the remaining creatures using the ripper.

// Weapon Upgrade - After clearing the first wave of enemies, reach for the contact beam upgrade at the far end of the room.

Step forward and search the other half of the lab. A Leaper pounces from out of nowhere, forcing you into a fight. Shake it off, then dismember it out of existence. Turn around to confront a second wave of Necromorphs.

Leapers lead the charge, crawling from the ceiling down to the floor. Use stasis to stop them in their tracks, taking advantage of this time to hack off their limbs. Slashers approach from behind, aided by explosive projectiles hurled by a Lurker in the background. Grab the projectiles and fling them at the Slashers. Lob one at the Lurker too; otherwise it will run over and swipe you with its tentacles.

A final wave of Necromorphs follow. Two Leapers race in to attack. You can easily kill them by drawing a ripper blade over their arms. A Slasher and Exploder to the right are trickier to deal with. Avoid hitting the Exploder's swollen arm because the explosion will end up hurting you due to the creature's close proximity. Instead, aim to break both creatures' legs, then shoot their heads to finish them off. Dash for the door on the lab's other side, exterminating the Leaper that crawls from the overgrown vent in the wall.

Appalling visions toy with your mind as you journey down the neighboring hallway. Ride the elevator to another hallway where you can collect a pulse rifle. Hold your fire amid Howell's hallucinations. As vivid as the visions may be, they aren't real and you'll just waste ammo if you shoot at them.

Never a Second Chance for a First Impression

Go through the door to the cooling systems room. Lexine is lying on the floor across from the door, recovering from her harrowing swim in the ship's waterways. Hurry over and help her up.

// Weapon Upgrade - Upon entering the cooling systems chamber, look to the far corner for a ripper upgrade. If you miss it on this first visit, you're afforded another opportunity to grab the upgrade later when you revisit this room.

Walk to the nearby medical station and inject Lexine with antibiotics to speed her recovery. Collect the health packs and ammo on the shelves as Lexine pleads with you to return to the aqueducts in search of McNeill, Weller, and Eckhardt. Howell proves to be a pushover and agrees to Lexine's plan. Exit the medical station, grabbing the contact beam in the corner on your way out.

Rather than backtracking through Howell's office, you take a different route through cooling systems. It proves to be a poor choice when a Necromorph Brute ambushes you and Lexine, smacking Lexine against a wall and then rushing toward you. Forget firing at the creature's hardened front; instead, use stasis to slow it down, then run behind and shoot the fleshy yellow rear. Time your stasis shots so that you freeze the Brute right before it slams you.

Use the pulse rifle for maximum damage, as well as the contact beam you grabbed in the medical station. If you hear the sound of ricocheting bullets, you're not hurting the Brute. Watch for blood splatter as an indication of a successful hit. When the Brute howls and hurls acid at you, catch it with kinesis and throw it to the side.

It takes several loops around the chamber before you deal enough damage to enrage the beast. Shoot its yellow shoulder joint when it roars and lifts its arms up in pain. If you land a hit, one of its arms falls off.

The Brute then hobbles along spitting globs of acid. Grab these caustic balls and chuck them right back. Three or four hits are all it takes to put this foe out of commission. When the Brute's body collapses, flee from the chamber with Lexine. Howell has a change of heart after the intense battle and wisely decides against searching for the others in the ship's waterways. Instead, she decides that riding a tram to the shuttle bay is the best chance for survival.

Welcome to the Jungle

Pass through the wide door into the hydroponic grow room. The tiered chamber is filled with plant life cultivated as food for the ship's crew, as well as for scientific research. It's turned into a Necromorph jungle, however, and the foliage provides cover for the unrelenting hunters as they stalk their prey.

// Weapon Upgrade Immediately in front of where you enter the grow room is the final pulse rifle upgrade. Max out your weapon by grabbing it.

Before the inevitable battle ensues, take advantage of a Free-Look sequence to stock up on supplies. There's an arc welding gun in a locker to your right, a line gun on the floor to your left, and ammo scattered about.

// Weapon Upgrade - Look up during Free Look to find a line gun upgrade on a catwalk in the grow room.

// Text Log - United We…Ascend? (Part 5) Turn right to scour a set of lockers for this text log on Unitology.

Move deeper into the room and listen for the sound of approaching Necromorphs. A Pregnant peeks out from behind the corner, heralding the start of a tough battle. Use stasis on the Pregnant and shoot off its arms. Do the same to the Leaper that races toward you, acting quickly so as to fire on a Flyer that swoops in. Turn to see Lexine trip over herself in an effort to escape a Leaper sliding down the wall. Prevent it from reaching the ground, then direct your sights to the pitch-black alcove on your left, where a Slasher emerges.

Jog to the middle of the room and face a wave of violent Leapers. Wait for them to reach the ground before firing; an Exploder limps into view, providing an opportunity for you to blast the Leapers by detonating the Exploder's arm. Defeat the remaining Leapers, and a Super Slasher arrives, which you can easily dismember after hitting it with stasis. Take a few steps back and slay a Super Slasher.

Erase yet another wave of unrelenting Necromorphs from existence. Switch to the line gun, and decapitate a pack of Leapers that scurry toward you on the floor. Sever the limbs on the Slashers that follow close behind.

Rejoin Lexine in the shadows along the room's perimeter, where an Exploder climbs through a vent. Nail its arm to blow it to pieces, then kill the Slasher and the pack of Leapers ambling toward you. The line gun and ripper work beautifully together here. Use the line gun to sever limbs as enemies approach from a distance, and use the ripper for close-quarters cutting.

Don't Retreat—Reload

Head for the wide door across from the lift. A particularly nasty wave of Leapers halts your progress. Fire your line gun to quickly chop them up, paying close attention to the dark-skinned Super Leapers capable of stabbing you for serious damage. Ignore the Flyer circling above until you destroy every Leaper, since the Leapers will quickly drain your health. More Leapers dart toward you from the right, forcing you to flee down the adjacent hallway.

// Audio Log - As you turn back to look at Lexine running down the hallway, snatch the audio log nestled next to the rotting column of flesh.

Ride the lift down to the floor below, keeping your line gun at the ready. One by one, fire your line gun to dismember a small pack of Leapers. Move toward the door on the room's opposite end, using Free Look to search for supplies in the closets along the left wall.

// Weapon Upgrade - Look between the amber-colored vats on the right for a pulse gun upgrade.

// Text Log - Mining log: Dallas, A. (supervisor, 2nd engineer) In the last closet on the left, break the supply boxes to find the text log on the shelf. Grab it.

Pass through the hallway, open the door to the hydroponics control room, and brace yourself…for a warm greeting. It's McNeill, Weller, and Eckhardt! Lexine's elated to see everyone alive, although Eckhardt holds a grudge against you for refusing to help them fight the Slug. McNeill shuts him up, then asks Howell to tinker with the control mechanisms in order to trap the Necromorphs inside hydroponics. You are more than happy to oblige. McNeill, Weller, and Lexine head out to engineering, leaving Eckhardt with Howell. It's a fateful decision. Howell reveals Eckhardt as a ruthlessly devout Unitologist, an enabler of the nightmare that surrounds them.

Before Eckhardt has a chance to rebut her claims, a tentacle smashes into the control room. The coward flees, leaving Howell to suffer a horrible death.

Chapter 8: In The Hearts Of Men

Weller's reflection fills the glass window looking into the tram station waiting area—you're in control of him now. McNeill and Lexine pace anxiously, eager for Howell and Eckhardt to finish up in the hydroponics control room. Weller tells them to be patient, assuring them that nothing bad has happened to them.

// Weapon Upgrade: Grab the flamethrower upgrade on the ground next to the bench as you turn to look at McNeill and Lexine.

McNeill raises his gun, expecting Necromorphs to trundle in when the doorway to the tram station slides open, but instead it's Eckhardt. He's hysterical over Necromorphs chasing after him, but McNeill points out the obvious: There aren't any creatures in sight…yet.

Weller pushes Eckhardt against the wall, scolding him for failing to protect Howell. Eckhardt insists that she chose to stay behind, but before Weller can continue his interrogation, three Slashers amble down the connecting hallway. Options for engaging the creatures are limited since you have access to only two weapons—the rivet gun and the P-Sec pistol—but the arrival of an Exploder through a vent in the wall makes things a little more manageable. Blast the Exploder's swollen arm, killing the creature and catching the Slashers in the resulting explosion. Finish them by shooting off any remaining limbs. Turn right to face another Slasher before taking refuge in the tram.

A Slasher raps its sharp appendages against the tram as the door shuts. Everyone catches their breath, thankful to have escaped with their lives yet again. Weller suggests the group split up in order to speed up the search for an escape shuttle. It's a risky idea but one he insists will get them off the forsaken ship sooner than if they stick together. The others agree and McNeill heads off with Lexine to the flight deck, while Eckhardt joins you in scouting the maintenance bay.

In Search of an Escape

The first stop is yours. Depart from the tram with Eckhardt, and leave the station using the elevator down the hall.

// Text Log: Recovered file, from Dr. Eando Dukaj to General Ambrose Caiden When you turn around to look at Eckhardt, reach for the text log resting on the pipes above his head.

Eckhardt complains of exhaustion, but Weller orders him to hold it together until they find a way off the Ishimura. Right before the elevator stops, Eckhardt bitterly retorts that he's not a soldier like Weller. There are names for people like Eckhardt, though now isn't time to consider them as you explore the dark corridors of the maintenance level.

// Text Log: Recovered file, personal log: Dr. G. Abernathy, automated transcript Check a recess in the wall for an appalling report on the bodily transformation of one of the scientists that researched the Marker.

Jostle your glow worm for a light, then peek into the adjacent rooms for supplies. There's a force gun in the first room, an arc welding gun in the room to the right, and a flamethrower at the hall's far end. Since you can't carry all three without relinquishing your trusty P-Sec pistol, opt for the force gun and the flamethrower.

Tread lightly down the corridor, keeping your wits about you after mistaking Eckhardt for a Slasher. It's only a vision, but perhaps there's some truth in seeing him as a monster. Real Necromorphs emerge from the darkness moments later. Wait for them to approach and use your force gun to obliterate them. The force gun is particularly potent against Leapers, a few of which will scamper toward you on the floor. Move up and take out a second wave of Slashers and Leapers before passing through the door into maintenance bay 47.

Routine Maintenance

The moment you enter the room, you're given the option to equip a ripper lying on the lift to the right. Replace the famethrower in your inventory if you prefer, although both are equally effective in close-quarters combat. In addition to finding the ripper, you discover a shuttle— you've found a way off the ship!

// Audio Log: An audio log is sitting next to a pillar near the shuttle. Pick it up as you turn and walk left.

Hurry to the maintenance bay control room to run preflight checks and make sure the shuttle is fit for use.

// Weapon Upgrade: Look inside the shuttle entrance for an arc welding gun upgrade.

Inside is a survivor, one of the remaining maintenance bay workers who locked himself inside the control room in a desperate attempt to protect himself from the Necromorphs. Weller insists that he open the door, but he won't capitulate.

There are more pressing matters at hand—several Slashers force you to back away from the control room. Issue a few blasts with your force gun to soften them up, then nick off any remaining limbs using your P-Sec pistol or rivet gun. If any of the Slashers hurl acid at you, grab it with kinesis and throw it back.

// Weapon Upgrade: Reach through the guardrail to snap up an upgrade for the contact beam.

Continue to retreat as a wave of Leapers crawl over the shuttle to attack. Rely on your force gun to blast the limbs off their bodies. Turn left and watch three Slashers stagger past the control room. Wait for them to come within range, then hit them with the force gun. Face the shuttle and watch as more Leapers scuttle down its sides. Reload your force gun and knock them back as they approach.

Walk back a few paces and take a defensive position in the corner. From here, you can easily dispatch the small pack of Slashers and Leapers that attack. Rely on your force gun to put them down as they come in to attack. With the coast clear, head back over to the control room. The frightened soldier still refuses to unlock the door, despite Weller having cleared the maintenance bay.

If You Want Something Done Right...

It isn't until an Exploder drops in from the ceiling and kills the soldier that you're able to access the room. Step over shards of broken glass and blown limbs to reach the control console. Two Slashers fall through a vent in the ceiling; introduce them to your force gun. Unfortunately, the control console is busted, meaning the shuttle requires a manual start. McNeill radios in to report that there's not a single aircraft in the flight deck, leaving Weller's shuttle their only means of escape. Tell Eckhardt to stay put while you head below to manually release the shuttle from the dock. Race over to the cargo lift by the entrance and ride it down to the level below.

Activate zero gravity and step off the lift. You need to shoot four fuse boxes in order to undock the shuttle.

// Weapon Upgrade: Look in the upper left of the docking chamber for a ripper upgrade.

Begin by sliding a metal plate up to expose the purple fuse box underneath. Break the fuse with a shot from your rivet gun. Chittering warns you of two Leapers heading your way. Switch to the force gun and blast them as you turn to your right. Jump to the second fuse box, picking up the line gun on the floor next to it.

Repeat the process on the second fuse box, then confront a Leaper and Lurker to your left. Use the force gun to obliterate the Leaper, then switch to your newly acquired line gun and fire to slice off the Lurker's tentacles.

When finished with the Lurker, leap toward the third fuse box across the room. Bust the fuse box, then deal with a pair of Super Leapers from the left, stopping their squealing with your force gun. Finish by breaking the fourth fuse box. Another Leaper and two Lurkers attempt to punish you for completing the job, but a few wellaimed shots from your line gun quiets them. Return to Eckhardt in the bay above.

Revelations

As you approach the control room, listen as Eckhardt finishes recording a secret message. Weller startles Eckhardt, who claims the message was an important CEC matter and none of his business, but Weller knows better. He plays it back: Eckhardt admits to killing Howell, reveals himself as a Unitologist adherent, and advises his spiritual superior on capturing Lexine for their own perverse ends. It's an abominable plot that Weller is dead-set on stopping, but Eckhardt shoots him before he has a chance to protest.

Eckhardt drones on and on about Unitology as Weller struggles to stay conscious, watching as a Leaper stalks an oblivious Eckhardt. The Leaper's sharp hind protrusion pierces through Eckhardt's back, killing him. Use kinesis to grab the pistol on the floor before the Leaper comes at you. Kill it and fade into unconsciousness.

Chapter 9: Escaping The Ishimura

Things pick up with McNeill and Lexine in the tram. Having just spoken with Weller over the radio, you're back in McNeill's shoes as you make your way to the shuttle in maintenance bay 47. Lexine is visibly downtrodden over the death of Dr. Howell, but there's still hope that they can make it off the Ishimura alive.

Disembark from the tram and access the computer terminal on the left to pinpoint the location of maintenance bay 47. McNeill notices an outgoing distress message—it's from Brennan! Watch in horror as she grips a syringe and injects herself with some unknown, though clearly fatal, agent. Lexine can't bear to watch and crumples into a ball. Help her to her feet and go to the elevator; take it to the maintenance bay.

It's so dark it's difficult to see the weapon you're holding. Whip out the glow worm and give it a shake for some light.

TIP: Rather than waiting for the glow worm to fade and then shaking to relight it, give it a shake every few seconds to keep it lit.

Lexine worries that something's wrong, that Weller should have contacted them again by now. She's right—a Pregnant runs out of the supply closet on your left. Immediately hit it with stasis, then cut off its limbs with the plasma cutter. Alt-fire is effective for slicing its lanky arms. Two Leapers appear shortly after. Throw supply crates at the Leapers for damage and some ammo. Finish them by cutting off any remaining limbs.

Turn the corner and confront another Pregnant, which is accompanied by a Slasher, a Leaper, and two Lurkers. Kill the Leaper first, nailing it with a line gun shot. Next, deal with the Pregnant by slowing it with stasis and dismembering it with the plasma cutter. Aim carefully so as to avoid popping its distended belly and unleashing a barrage of Necromorph Swarms.

TIP: Reload whenever there's a momentary break in the battle—you don't want to get caught with an empty firearm!

Work quickly since the Slasher and two Lurkers on the ceiling will attack as you battle the other Necromorphs. When the Leaper and Pregnant are destroyed, execute the Slasher with shots from your plasma cutter. Finally, catch the Lurkers' projectiles and throw them back to whittle away their health. In between projectiles, use your line gun to break the tentacles jutting from their backs.

More Necromorphs wait around the next corner. Decapitate the Leaper that rushes toward you, then use stasis on the Pregnant that appears to your right, severing its limbs. Another Leaper runs up while a pair of Lurkers farther down the hall hurl projectiles. As if that weren't enough, two Exploders shuffle your way. Hit the Exploders in the arm to trigger a blast; the sooner you do this, the better, since it damages any creatures within the blast zone. Eliminate the Leaper with your plasma cutter, then finish off the Lurkers on the ceiling.

Nonroutine Maintenance

Check to make sure Lexine's all right, then hurry down the remainder of the hallway to reach maintenance bay 47. Step through the door and call out for Weller. Search the right side of the shuttle bay while Lexine goes left. Grab a pulse rifle and some ammo on the ground during a Free-Look sequence that triggers when you step to the right.

// Weapon Upgrade: During the Free-Look sequence, collect the line gun upgrade lying on the ground to your right.

Weller. Sprint to the control room on the other side of the maintenance bay.

// Weapon Upgrade: On your way to the control room, pick up the force gun upgrade on the floor to your left.

On your way to meet Lexine, pass Eckhardt's bloody remains lying amid broken glass. Weller's breathing, but his gunshot wound is serious. Weller explains the circumstances of Eckhardt's death and how the coward shot him in an effort to steal the shuttle. McNeill asks if the shuttle is ready to depart. Weller acknowledges the hatch has been opened, but the defensive cannons on the Ishimura have to be disabled if they want to avoid being blown to bits. McNeill volunteers to head to the bridge to take the cannons off-line. Backtrack through the adjoining hallway to the elevator and take it up to the next area.

Crates and Barrels

Exit the elevator and advance down the darkened corridor. Pick up the flamethrower in the corner next to the elevator; equip it in place of your pulse gun, if you want.

// Weapon Upgrade: Look down after stepping off the elevator to find a contact beam upgrade.

Farther down the hallway is a stack of crates on which you can climb to peek into the vent running the length of the ceiling. Check it out, but don't be surprised by what's inside. Recover from the fall, then unload on the Leaper that hops down from the vent.

More Necromorphs step forth from the shadows: an Exploder, a Slasher, a Pregnant, a couple Leapers, and a few Lurkers. Obliterate the Necromorph entourage by focusing on one creature at a time, always prioritizing the enemy closest to you. Before dismembering the Leapers that rush toward you, hit the Exploder's bulging arm; this will kill, or at least weaken, the surrounding creatures. Eliminate the Pregnant next— but do so carefully, because Swarms will force you to waste time shaking them off while the other Necromorphs attack. Finally, take out the Lurkers on the ceiling using their own projectiles in concert with your line gun.

Take a few steps down the hall and face a second wave of Necromorphs. Thankfully there aren't any Pregnants, but you still have to defeat several Leapers, an Exploder, a Slasher, and a Lurker hanging from the ceiling. The line gun is extremely effective here, especially against the Leapers. Detonate the Exploder's arm from a distance as soon as it appears; otherwise you'll suffer in the explosion.

Once you've cleared the hallway, turn left and throw yourself down an open shaft. You land in a tightly sealed room on the floor below. Bodies are strewn around and the exit is blocked. Use Free Look to collect supplies and eye the ventilation chute near the floor.

// Text Log: Recovered file, from Dr. Eando Dukaj to General Ambrose Caiden Search the corpses in the room for a text file reporting work on a transmitter that will boost the Marker's signal.

Step toward the chute. A Slasher jumps up from among the corpses. Cut it to pieces before crawling into the vent.

One-Way Chute

Use light from your glow worm to navigate the narrow chute. Organic membranes block sections of the vent, which you can swipe away using melee attacks. Upon breaking through the second membrane, bat away Swarms and continue. Brace for impact as you take an unexpected tumble.

You land on a web of necrotic tissue, hovering over an active fan with enormous spinning blades. As the tissue begins to break apart, use stasis on the fan to avoid being hacked to bits.

CAUTION: Avoid using stasis on the fan too far in advance of the tissue giving way. If you do, the stasis may wear off as you fall, resulting in your body being chopped up by the fan.

A second fleshy membrane breaks your fall, saving you from another whirling fan below. Take advantage of a Free-Look sequence to collect supplies before applying stasis to the fan and dropping down. One final fan lies between you and the floor. After another Free-Look sequence, stasis the fan, and hit the ground.

Stand up and head toward the illuminated tunnel. Pick up any supplies you may have missed during a final Free-Look sequence, then clear the organic growth blocking the tunnel entrance and go inside.

Lexine radios in to report sounds of Necromorphs approaching the maintenance bay control room. McNeill tells her to stand her ground and use Weller's pistol if necessary. Continue down the tunnel until stopped by a scurrying Super Leaper. Dismember it, then do the same to two more Leapers that follow.

Proceed with caution. Super Leapers attack when you peer down the tunnels branching out at the sides. Keep your trigger finger at the ready. The force gun, line gun, or flamethrower are ideal, any of which will quickly kill at close range.

Slice through another membrane to reach the final stretch of tunnel. More Super Leapers lash at you from the shadowy side tunnels. Stay sharp as you look down the side vents, shooting at the first sign of Necromorph movement—any hesitation and you'll suffer damage.

// Audio Log: Check an alcove on the tunnel's left side, near the exit, for an audio log.

Before you exit the tunnel to the freight train station, hold fast against three Super Leapers that come in quick succession.

Minecraft

Crawl from the vent into a small room guarded by laser mines; you can't proceed without disabling them. Grab one of the metal boxes on the floor and aim for the mines on the opposite wall. You know you've scored a hit when the box explodes and one of the red lasers disappears. After you destroy the forward set of mines, move up a few steps and take out the remaining two before heading through the door.

Enter the freight train station, pausing to collect supplies—including much-needed health packs—during a Free-Look sequence.

// Weapon Upgrade: Search a crate on your right during Free Look to find an upgrade for the ripper.

With no other means of reaching the bridge, hop aboard the freight train. Note the dispenser on the right. Use kinesis to throw the canisters that roll out. This is critical because you need to use these canisters to destroy the laser mines rigged within the tunnel.

Tap the control monitor to get the train rolling. Mines are positioned at regular intervals in the tunnel. Aim for the tunnel wall to destroy the mines. One hit is enough to take out an entire array. Once you clear the final set of mines, you arrive at the station nearest the bridge.

// Weapon Upgrade: As you roll into the train station, reach for the arc welding gun upgrade amid the crates. Alternately, you can wait to grab it after leaving the train during a Free-Look sequence.

Step off the train and note the bodies littering the station floor. As you collect supplies and equip the arc welding gun to your right, ping Lexine for help in unlocking the station doors. Unfortunately, she has her hands full keeping the Necromorphs at bay and making sure Weller stays alive. Luckily there's a vent in the corner that you can shimmy through to reach the bridge.

Stress or Psychosis?

Crawl inside and watch as your sight fills with strange symbols and markings. Upon exiting the vent to the bridge tram station, McNeill's hallucination grows even more vivid. You can see people waiting calmly for the next tram behind the glass enclosure. They stare blankly at you, oblivious to the horror that surrounds them. The vision is over in a flash and you're back to scouting a path to the captain's nest. Go through the door and head down the corridor to the bridge.

// Text Log: Recovered file, from Dr. Eando Dukaj to General Ambrose Caiden More details on the construction of the Marker transmitter can be found in this text log hidden in the ceiling of the corridor leading to the bridge.

The bridge's towering glass atrium is stunning and ominous. Light from a nearby star beams through the windows, casting stark shadows across the metal deck. Lexine hails you, desperate for good news. Weller has lost a lot of blood and time is running out. Fortunately, the captain's nest is directly ahead.

After amassing a nice cache of ammo from the supply boxes scattered about the main atrium, walk toward the captain's nest at the far end. Three Flyers swoop in, prompting a battle. They're tough to hit from a distance, although they're not particularly dangerous. Conserve your ammo and fire only when you're confident you'll hit their thin bodies.

All Hands on Deck

The Flyers were the first of many Necromorphs to come. A Super Leaper slides down the wall and attacks with full force. Dismember it, then turn your attention to a pair of Super Lurkers skittering across the ceiling. Fling their toxic projectiles back at them before they scamper down to the floor. Use stasis to prevent them from jumping on you, working quickly to shoot them out of existence.

Spin around and use stasis on an angry Pregnant preparing to give birth to a pack of Swarms. Slice off its limbs to abort it. Turn your attention to a wave of Super Slashers and Exploders approaching from behind. Use the Exploders to your advantage by detonating their inflamed arms to damage the surrounding Super Slashers.

TIP: Save time by picking up ammo clips with kinesis while you're reloading.

Stasis any Slashers that come within close range, then hack off their limbs. Hitting the creatures with the combustible red canisters leaning against the wall is a good idea, but be careful to hurl them far enough away that you don't hurt yourself.

Run across the atrium to fight another wave of Necromorphs. A pack of Super Slashers races toward you, backed by an Exploder, a Pregnant, and a Flyer. Use stasis on a couple of the Slashers to buy yourself enough time to nail the Exploder's arm. Dismember the Pregnant weakened by the Exploder's blast, then destroy the remaining Slashers. Save the Flyer for last, since it's the least dangerous of the bunch.

Circle around the central column and face the captain's nest on the atrium's other side. A final wave of Necromorphs appears. As before, use stasis on the Super Slashers that charge at you, then hit the Exploders for widespread damage. Deal with the Pregnant as soon as possible, being careful to avoid its engorged abdomen. Level the remaining Slashers with your line gun, then dash for the captain's nest.

Ride the elevator down and walk past the escape pods to enter the captain's nest. Hack the console at the right to take the ship's cannons off-line. Radio Lexine and ask for Weller, who explains that not all of the cannons have been disabled. You need to manually shut down the remaining defenses.

Manual Override

Return to the atrium and call the elevator in the central column. A Super Slasher greets you as the doors open; immediately use stasis on the creature and sever its limbs. Step into the elevator and take it up a level. It proves to be a bumpy ride— the elevator breaks down, leaving you stuck between levels. There's enough space to wiggle through the doors to the floor above, but not until after you shake off the Swarms that crawl through the opening.

Squeeze through the elevator doors and head into the adjacent hallway. There's a contact beam near a bench that you can pick up if any of your currently equipped weapons are running low on ammo; otherwise, skip it. Light up your glow worm and hurry to the airlock down the hall.

// Text Log: Recovered file, from Dr. Eando Dukaj to General Ambrose Caiden Locate this e-mail exchange on the floor in the dark hallway leading to the starboard trench.

Two Super Slashers hiss at you when the door opens; silence them with a couple shots from your line gun. Enter the storage space at the middle of the hall to access a space suit. Is that Lexine in the corner? Approach her and watch in disbelief as she turns to face you—it's only a hallucination. Clear your head and dress yourself in one of the suits hanging against the wall.

Return to the hallway and step into the airlock elevator. Flip around to dismember a Pregnant that attacks with its sharpened limbs. Kill it before taking the lift up. Snatch the line gun and plasma cutter ammo on the ground before exiting through the airlock doors.

Outside on the ship's hull, you're given a choice between jumping to either of two holograms: one on the left wall and another on the right. Select one and jump; regardless of which one you choose, prepare to encounter two Lurkers when you land. The creatures fire projectiles at you as you float toward the hologram. Soften up the Lurkers by grabbing these projectiles and chucking them back. When you land, use your line gun to finish them off.

TIP: Use the rivet gun to kill Lurkers if you're running low on ammo for other weapons. Since Lurkers are slow to attack, the rivet gun's reduced firing rate isn't an issue.

Make a second leap to either of two holograms farther up the trench. Three Lurkers await your arrival. As before, return their projectiles during the jump, then kill them with the line gun when you land. Jump to one of another set of holograms up ahead. Two Lurkers are joined by a pair of Super Leapers that rush you when your feet hit the hull. Exterminate the two Super Leapers before targeting the Lurkers. One last leap and you're at the defensive cannon.

Pass through the airlock to access the cannon, which is firing madly into space. Shut it down by hacking the computer console on the left wall. As soon as you finish soldering the panel and hit the power button, the cannon stops firing and you're free to return to Lexine and Weller. Hop your way back through the trench to return to the bridge.

From Limb to Limb

Your trek is cut short by tremors that bounce you off the ship's hull. Plant yourself back on the ship's exterior and gaze in astonishment as a tentacle slithers into the trench. A gigantic Necromorph moves into view, its crimson tentacles writhing in space as they prepare to squeeze the life out of you.

Deny the creature its meal by firing at the yellow nub at the tip of its tentacle when it raises up to swat you. Succeed and the attack is thwarted. The pulse gun works nicely here, enabling you to fire a barrage of bullets quickly and accurately.

TIP: When attacking the tentacles, avoid using the plasma cutter and line gun since they're too slow to catch the appendages as they wriggle in space.

With one tentacle damaged, the creature lifts a second one. Shoot the yellow weak point at the tip until it recoils in pain.

Abandoning its attempt to grab you with its tentacles, the creature opens its mandible to unfurl a tubular mouth, which sucks you up. Destroy the yellow pustules that appear inside the mouth—if you miss, they explode, damaging you in the process. Once you've popped enough pustules, the creature spits you out into the trench.

From its mouth comes a line of explosive sacs that must be popped with gun fire. Aim for the sac closest to the creature, as this will trigger the entire line to explode at once. Super Leapers emerge from the explosion. Switch to the line gun and take them out, using stasis to pick them off one by one.

At this point, the creature has been sufficiently weakened into displaying its vital organs. Nail the fleshy yellow bit—it only flashes for a brief moment, so shoot it quickly—to make it reel in pain. If you succeed, the fight begins anew: repeat the attack on the tentacles, followed by an assault on the pustules that surround the creature's mouth, then the string of orange sacs that give birth to Leapers (the number of sacs and Leapers that appear decreases by one each time), and finally the vital organ. The gargantuan beast retreats once you've hit its vitals five times.

Do not waste time by darting toward the airlock. Glance over your shoulder to make sure the creature has truly retreated, then open the door. As soon as you do, large spikes slam into the hull near you. Turn and watch as the creature launches a flurry of spikes. One hits your right arm, pinning it to the ship. With no other way of pulling yourself up, hack your arm off using melee attacks. Stumble through the airlock door and collapse in shock of having sawed off your own arm.

Chapter 10: Secrets and Salvation

Weller and Lexine anxiously await McNeill's arrival, eager to escape the ship. Lexine is losing hope, though, upset after failed attempts to radio McNeill. She presumes him dead and insists on leaving just as a Leaper and Slasher break into the control room.

Despite being critically wounded, Weller has some fight left in him. You're in control of him now, intent on clearing the maintenance bay of Necromorphs so that you and Lexine can board the shuttle and depart. Kill the two Necromorphs, then use Free Look to survey the trashed control room before making your way to the shuttle.

// Weapon Upgrade: Glance up during Free Look to find a ripper upgrade.

// Text Log: Eyes Only—Priority Black: from Chief of Staff, Earth Defense ATTN: Commander Cadigan, F. On the floor of the control room is a text log detailing Earth's response to the Marker extraction operation. Grab it as you exit.

Fight or Flight

The shuttle's ready to go, but a pack of Leapers and Slashers hope to deny your escape. Kill the Leapers with your line gun; position your crosshairs just right and you can sever each Leaper's head and arms in a single shot.

Flip around to face the other side of the maintenance bay; several Slashers approach from here. Wait for them to come closer and bunch up as a group, then nail them with the line gun. Should any of the female Slashers spit acid at you, catch it with kinesis and throw it back. A Leaper scampers in too; eliminate it before it whips you with its rear appendage.

TIP: Sever the sharpened hindquarters of a Leaper for an instant kill. It's tough to pull off, but the reward is satisfying.

Skirt around to the back of the shuttle and clear another wave of Necromorphs. More threatening Super Leapers and Super Slashers amble toward you and Lexine. Concentrate on dispatching the Leapers first, then take out the Slashers that come in succession. After you've cleared the wave, check on Lexine and watch as she delivers the finishing blow to a Slasher.

Run back to the area in front of the control room to witness a mob of Pregnants and Exploders racing toward you. Yell at Lexine to hit the maintenance panel to lower the floor, then jump to the other side. Pull yourself up and aim at the Leaper and Slasher that crawl from the vent in the wall.

No Easy Escape

Advance along the side of the shuttle. A large wave of enemies moves aggressively across the maintenance bay: a couple Pregnants, several Slashers, and two Exploders. Target the inflamed arms on the Exploders first in an effort to damage the assembled pack. Use your line gun to slice the limbs off the Slashers, which clears space for you to use stasis and dismember the Pregnants. Throwing the combustible red canister to the left is helpful in clearing the overwhelming number of Slashers, but it also has the nasty side effect of breaking the Pregnants' bellies and unleashing the Swarms within.

// Weapon Upgrade: When you turn to look at Lexine behind you, act fast to grab the contact beam upgrade on the ground to the right.

Hustle to the front of the shuttle where a Leaper and Slasher emerge from the vent in the wall. Take them out before checking the corner for supplies, then proceed to the shuttle doors.

// Audio Log: Snatch this last audio log as you turn to look in the corner near the front of shuttle.

Slay the Pregnant that rushes you, severing its legs and arms to avoid inducing an unwanted birth of Swarms.

// Weapon Upgrade: Pick up at force gun upgrade on the ground in front of the shuttle. A Pregnant initially blocks it from view, so kill it or wait for it to shamble past.

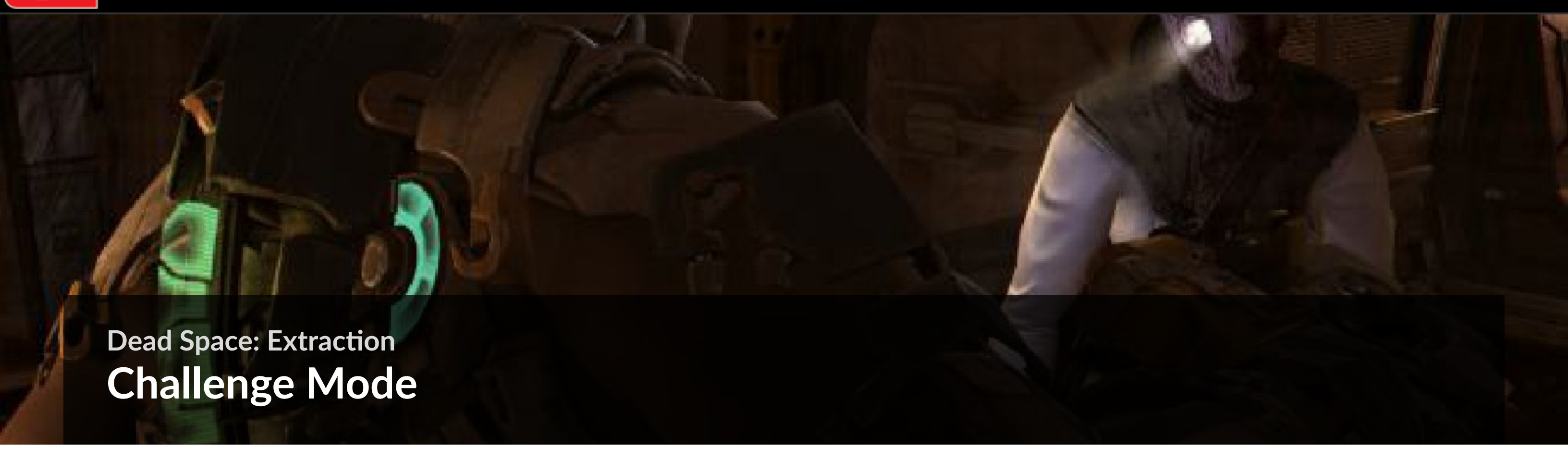
The Final Push

Flyers dive in to prevent you from boarding the shuttle. Switch to the force gun and blast them when they swoop in to attack. Dash into the shuttle, grabbing the contact beam to use in place of any weapon low on ammo. Lexine heads to the cockpit to fire up the shuttle, leaving you to hold the Necromorphs at bay.

From left and right, dozens of Necromorphs race in to attack. Slashers and Leapers come first; pick them off easily with the force gun at close range or the line gun from a distance. The arrival of Pregnants and Exploders complicates the battle, requiring greater precision to prevent a burst of Swarms and to ensure that you detonate the Exploders from afar to avoid damage.

Keep beating them back, checking with Lexine on her progress in starting the shuttle. When you hear the roar of thrusters, Lexine comes to the door to help you beat back the last of the Necromorphs. She's hesistant to leave without McNeill, but they have no choice. Weller notes the sound of a contact beam and curses the thought of the creatures being able to use one. But he's wrong—it's McNeill!

Pushing through the pain, McNeill somehow managed to trek back to the maintenance bay just in time to hop aboard the shuttle and escape. Shut the doors and flee from the nightmare that has overcome the Ishimura.



Dead Space: Extraction

Challenge Mode

With both the Aegis VII colony and the planetcracker ship Ishimura overrun with Necromorphs, your goal in Challenge mode is straightforward: kill all enemies. Each level plays out as 10 waves, each getting increasingly difficult, with more and tougher enemies. Points are awarded for dismemberment and kills. Racking up a huge score requires firing shots that sever limbs and killing multiple Necromorphs simultaneously. At the beginning of each level, you're given a rivet gun and a choice of one weapon from your Story mode arsenal.

TIP: Upgrades found in Story mode carry over to Challenge mode. The more upgrades you find through the course of the adventure, the better equipped you are for battling Necromorphs and earning high scores.

In addition to the rivet gun and a weapon of your choice, a random weapon is pulled from your arsenal at the start of waves 4 and 7. Although you don't have any control over the selected weapon, you can always make the best of them. For example, soften up waves with the flamethrower and deliver finishing blows with your rivet gun. Be creative with your available arsenal.

Extraction Site

The Marker extraction team has transformed into packs of vicious Necromorphs, and it's up to you to take them out limb by limb in this first Challenge mode stage. Slashers and Leapers are your enemies, along with the occasional Super Slasher. Given the relative ease of the level and its all-purpose nature, select the plasma cutter to accompany your rivet gun in battle.

Always prioritize Leapers ahead of Slashers. These fast-moving fiends can quickly whittle away your health, so it's best to eliminate them first. If you're feeling the heat from a pack of oncoming Slashers, buy yourself time by severing their legs. Additionally, use stasis to keep them at bay. Give the few Super Slashers in the level high priority. These aggressive creatures move faster and attack harder than ordinary Slashers, making it imperative that you act quickly.

Take advantage of the random extra weapon awarded to you at the start of waves 4 and 7, since Necromorphs will drop only clips for your selected weapon (if you opted for the plasma cutter, only enemies will drop ammo for it). Also, check footlockers and green supply boxes throughout for health packs and bonus clips.

Central Plaza

Once a thriving hub of activity, the Aegis VII colony central plaza has become home to Slashers, Leapers, and Flyers. The plasma cutter is a good choice, but the contact beam and force gun are nice options too. Enemies often appear individually or in pairs, making them easy to obliterate with a charged-up contact beam or force gun shot. The only catch is that if you run out of ammo, you need to be comfortable relying on the slow-to-fire rivet gun.

Slashers pose little threat here, often appearing at a distance. You can nail them from afar to speed through each wave or take a cautious approach and wait until they come within a reasonable range before dismembering them. For Leapers, stasis is helpful because they can dart over long distances quickly to attack.

During the final waves, taking out the Flyers that circle above is tricky, so focus on them only after you clear the ground of enemies. Hitting these creatures can be tricky, and you don't want to be taking damage from Slashers and Leapers while concentrating on a Flyer. If you're having a tough time landing attacks on a Flyer, try using stasis to slow it down.

Maintenance Bay

Packs of Leapers, Slashers, Lurkers, and Pregnants await in the maintenance bay. The plasma cutter, force gun, and arc welding gun are good strategic choices. Necromorphs tend to appear individually and approach from long distances. Use your rivet gun for enemies at range, then switch to your other gun when Necromorphs close in.

The only drawback to selecting the force gun or arc welding gun is dealing with the Pregnants, which explode with Swarms when blasted. In the final few waves, when several Necromorphs can crowd the screen, blasting Pregnant bellies and unleashing Swarms will only make your job harder. Select either the plasma cutter or the rivet gun to sever a Pregnant's limbs and avoid releasing its Swarms.

Kill Pregnants before any other creature. Use stasis to slow them down, allowing you to accurately target their limbs. Save the Lurkers for last, because you can grab their caustic projectiles with kinesis and throw them at other Necromorphs for easy kills.

Mess Hall

Necromorphs are hoping to dine on your flesh in the mess hall, but it's up to you to dish out dismemberment. The force gun is a must-have for this stage, as it can absolutely annihilate the packs of Slashers and Leapers that patrol the mess hall. Furthermore, two shots from it are enough to kill the Super Slashers that appear in the level's second half.

Focus on firing your force gun at point-blank range; it's less effective at range. When possible, allow two or more enemies to approach so as to catch more than one in the blast. Not only does this conserve ammo—which is limited in this level—but it also hauls in more points.

Switch to the rivet gun (or other precision weapon randomly awarded at the start of waves 4 and 7, such as the P-Sec pistol or plasma cutter) when dealing with Pregnants and Lurkers. Unlike previous stages, you want to eliminate Lurkers quickly to avoid being pummeled by their projectiles. As for Pregnants, the rivet gun is better than the force gun for severing their arms for a clean kill.

Medical Bay

Like the mess hall, the medical bay's tight quarters make the force gun ideal for blasting away Slashers and Leapers. Use it against Leapers and powerful Super Slashers that rush you in each wave. Save ammo by using the rivet gun for regular Slashers. When dealing with multiple enemies, sever Slasher legs to buy time and kill any Leapers before finishing up the Slashers.

Pregnants occasionally appear, which also require well-aimed shots from your rivet gun. Avoid using the force gun, as this will merely release the Swarms. Instead, use stasis and target the shoulders with a couple rivets for an efficient kill. If there's another Necromorph near a Pregnant, hold off on using the force gun. Use stasis on the enemy, then quickly kill the Pregnant before finishing the other Necromorph with the force gun.

Although there are footlockers littering the place, most are locked. Work hard to conserve ammo so that you don't have to fall back on the far-less powerful rivet gun. While it's competent, it just can't beat the force gun's ability to make mush out of Necromorphs.

Water Tunnels

The watery underbelly of the Ishimura is swimming with Necromorphs— Slashers, Super Slashers, Pregnants, Leechers, and Exploders all have their eye you. While the partially filled aqueducts give some creatures like the Leechers an advantage, the ability to quickly execute Slashers by only slicing off their arms is a plus.

Although the water tunnels are an enclosed space, close-quarters weapons aren't ideal; instead, opt for the plasma cutter or even the flamethrower. Leechers that pop up from the water are best dealt with using either of these weapons, rather than a blunt firearm like the force gun or contact beam. Remember to give your controller a shake to keep your glow worm lit to more easily target enemy limbs.

Always prioritize Leechers as they appear, since they will tangle you up in vicious melee attacks that damage you and provide other Necromorphs time to move in close. Pregnants appear regularly, so be careful to aim for their shoulders to avoid bursting their bellies. Exploders also appear in the second half of the level, although they're a bit of a blessing in disguise, because you can nail their inflamed arms to clear the entire area of Necromorphs.

East Grow Chamber

The East Grow Chamber is a veritable Necromorph jungle with Super Slashers, Super Leapers, Pregnants, Exploders, and Flyers prowling about. Most of your troubles stem from Super Leapers whose blackened hides protect them from all but the most powerful weapons. Flyers provide plenty of grief, too, evading gunfire as they glide through the dank air. Whip out your rivet gun and carefully fire at them as they circle overhead.

Equip a high-powered weapon such as the force gun or contact beam. This allows you to take out Super Slashers and Leapers in two shots. The line gun is also effective, although it requires more precise aiming. When dealing with Exploders and Pregnants, however, the line gun is particularly useful since you can lob shots at them from a distance.

What makes this level tough isn't just the appearance of Super Leaper packs and aggravating Flyers, but the constant surprise of Necromorphs materializing at your feet. Stay on guard for Super Leapers that attack you the moment the camera shifts down. Since your health can be frittered away on such exchanges, do your best to respond in earnest.

Shuttle Bay 47

Guarding the last shuttle, located in maintenance bay 47 of the nightmarish Ishimura, are dozens of hardened Necromorphs. Super Leapers and Super Slashers are joined by spitting female Slashers and engorged Pregnants. The line gun is ideal for this level, since it allows you to quickly kill Super Leapers and can be used against Super Slashers at range. Be careful when aiming, though, as Super Slashers have a knack for evading attacks.

You must deal with Super Leapers before focusing on other enemies, mainly because of their incredible speed and nasty attacks. Conserve line gun ammo specifically for the purpose of killing Super Leapers. Use a combination of line gun and rivet gun shots when confronting Super Slashers.

For Pregnants, regular Slashers, and Exploders, rely on your rivet gun. When it comes to female Slashers, though, hold off on dismemberment and use kinesis to grab their spitted projectiles. You can then hurl it toward other Necromorphs or back at the female for an ammo-free kill.

The Atrium

Light from the nearest star pours through the glass dome of the bridge atrium, casting a spotlight on your frenzied fight against packs of Leapers, Slashers, Pregnants, and Exploders. The atrium's large, open areas call for the plasma cutter, which is good for dismembering from a distance. The rivet gun is useful here, too, especially against Lurkers that crawl along the walls and Flyers that silently glide overhead.

Slashers are surprisingly aggressive in the atrium, darting toward you with alarming vigor. Use either the plasma cutter or even the rivet gun to take out their legs. Cripple them well before they come in close enough to attack. In spite of their aggressive nature, they're rather weak and a few well-placed rivets can dispatch Slashers in a snap.

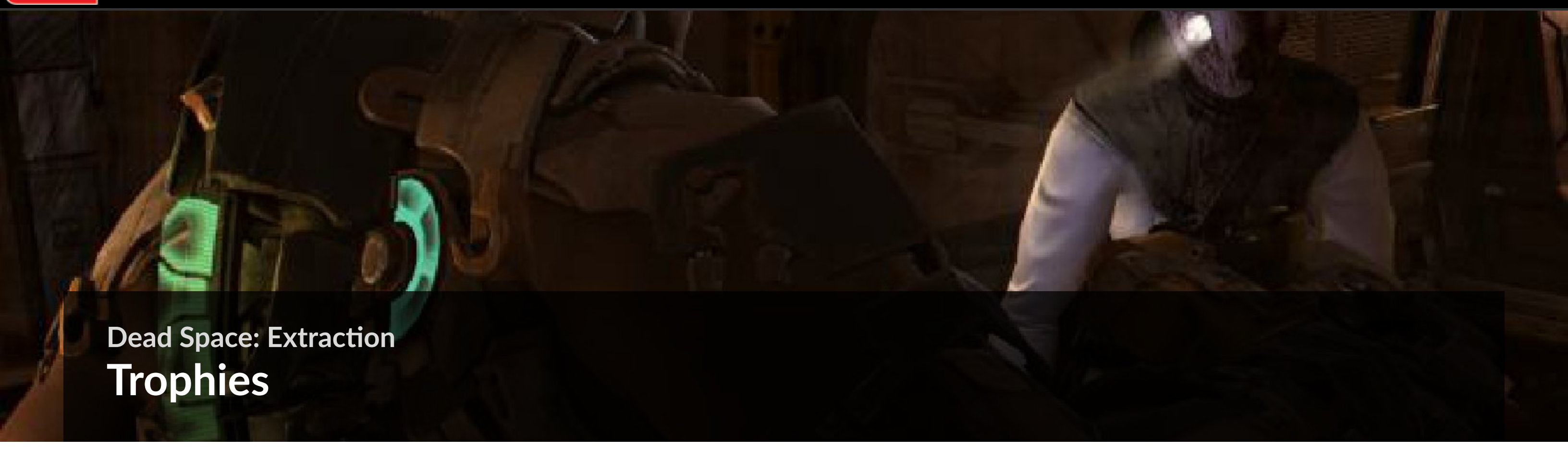
As always, deal carefully with Pregnants and Exploders; in fact, pay particular attention to Exploders, as they move much faster in the atrium than in earlier levels. When pressed by a pack of Necromorphs, grab any of the red explosive canisters in the area for a quick, albeit dirty kill—just remember to throw it far enough that you don't catch yourself in the resulting blast.

Life Support Room

Leapers and Lurkers are your enemies here, their fused hind appendages and tentacles whipping at you in the Zero-G life-support room. Select the line gun, as it can slice off all three Lurker limbs in a flash and can dismember and behead a Super Leaper in a single shot.

Each wave starts off with a string of Leapers that rush you one after another, followed by Lurkers that dart across the walls. Between waves, you need to hop to holograms positioned around the room. Quickly kill the Leapers by severing their hind appendage. Since it's difficult to do so in later waves when more appear and the shadows make identifying limbs difficult, it's fine to just pump them full of bullets.

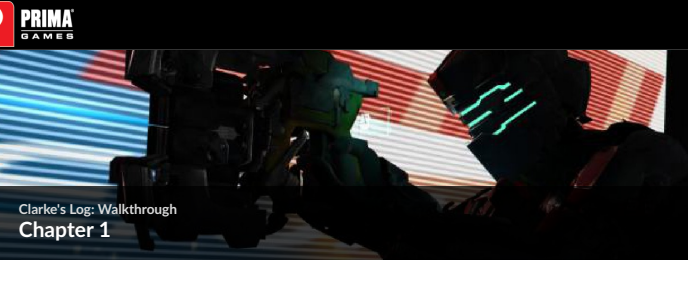
When dealing with the Lurkers, switch to the rivet gun and nail them with well-aimed shots. Since they're slow to attack, the firing rate of the rivet gun isn't much of a concern. Should you fail to kill a Lurker before it unfurls its tentacles, break out your line gun and sever them with a quick blast.

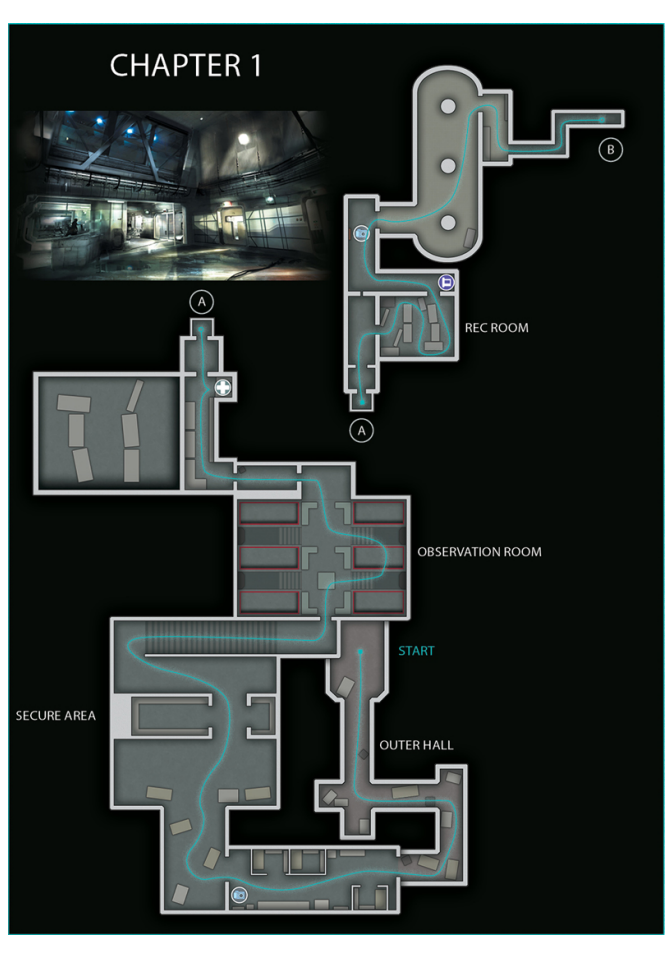


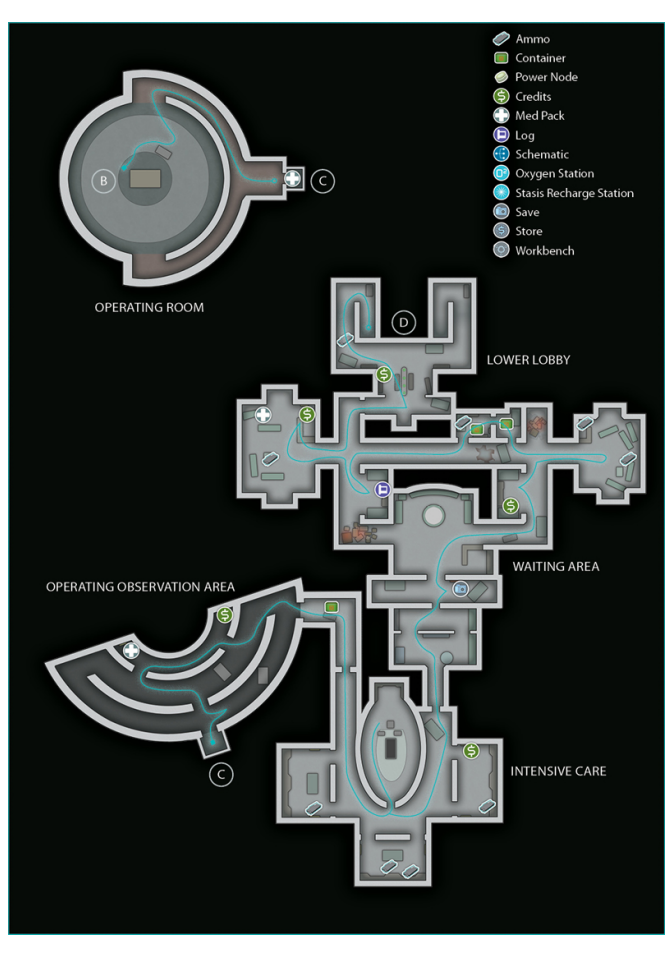
Dead Space: Extraction

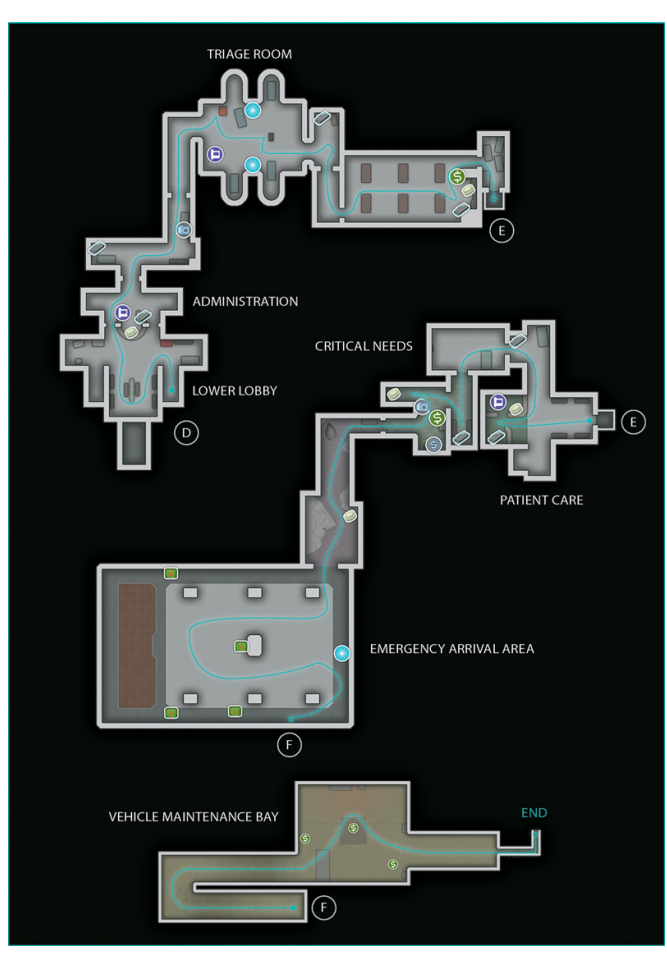
Trophies

Number	Name	Description	Type
1	Man Up Sweetheart	Unlock all trophies	Platinum
2	It Needs Our Help	Complete Chapter 1: “Worlds Apart”	Bronze
3	That’s Quite a Mouthful	Complete Chapter 2: “Another Day at the Office”	Bronze
4	Figments of My Imagination	Complete Chapter 3: “Return to the Megavents”	Bronze
5	Quit Yacking and Start Shooting	Complete Chapter 4: “Rendezvous with Fate”	Bronze
6	Finally Grow a Pair	Complete Chapter 5: “Emergency Care”	Bronze
7	Suck in Your Guts Gentlemen	Complete Chapter 6: “Nowhere to Hide”	Bronze
8	Ecologist	Complete Chapter 7: “Life and Death”	Bronze
9	Pull the Knife Out	Complete Chapter 8: “In the Hearts of Men”	Bronze
10	Sacrifice and Survival	Complete Chapter 9: “Escaping the Ishimura”	Bronze
11	Sprawl Bound	Complete Chapter 10: “Secrets and Salvation”	Bronze
12	Survivor	Complete the game on Normal	Silver
13	P-Sec Officer	Complete the game on Hard	Silver
14	Necro Slayer	Complete the game on Expert	Silver
15	Isaac 2.0	Complete the game on Impossible	Gold
16	Overtime Sheet	Beat the top score on the “Extraction Site” Challenge	Bronze
17	No Cop Duty	Beat the top score on the “Extraction Site” Challenge	Bronze
18	Engineer by Trade	Beat the top score on the “Maintenance Bay” Challenge	Bronze
19	Laugh It Up Partner	Beat the top score on the “Mess Hall” Challenge	Bronze
20	Colony Full of Crazy People	Beat the top score on the “Medical Bay” Challenge	Bronze
21	Need a Towel	Beat the top score on the “Water Tunnels” Challenge	Bronze
22	Herbal Remedies	Beat the top score on the “East Grow Chamber” Challenge	Bronze
23	Ready for Takeoff	Beat the top score on the “Shuttle Bay 47” Challenge	Bronze
24	Bridge Commander	Beat the top score on the “Atrium” Challenge	Bronze
25	Get a Medic	Beat the top score on the “Life Support Room” Challenge	Bronze
26	You Need Glasses Partner?	Survive the shuttle flight with less than 10% shields intact	Bronze
27	Twice the Firepower	Play cooperatively with a second player	Bronze
28	Sharpshooter	Shoot the box hanging from the crane on the surface of Aegis VII	Bronze
29	Too Much Firepower?	Open the secret weapons store in P-Sec	Bronze
30	What Did You Find?	Take a minor detour in the Megavents	Bronze
31	Taking Your Time, McNeill?	Admire the view in the crashed shuttle	Bronze
32	Flushed	Defeat the giant Necromorph in the water tunnels	Silver
33	Lexine, I Told You to Be Quiet!	Defeat the Brute	Silver
34	Sack Blast	Defeat the giant Necromorph on the hull of the Ishimura	Silver
35	Reload	Complete any level with at least 80% perfect reloads	Bronze
36	Accuracy	Complete any level with at least 80% weapon accuracy	Bronze
37	Stasis	Complete any level with at least 80% stasis accuracy	Bronze
38	A Star Is Born	Complete any level with a five-star rating	Bronze
39	Rising Star	Earn 10 stars on one profile	Bronze
40	Super Star	Earn 30 stars on one profile	Silver
41	Mega Star	Earn 50 stars on one profile	Gold
42	Collector’s Delight	Collect all weapons, text logs, and audio logs in Chapter 1: “Worlds Apart”	Bronze
43	No Stone Unturned	Collectallweapons, textlogs, andaudiologsinChapter3: “ReturntotheMegavents”	Bronze
44	Scavenger	Collect all weapons, text logs, and audio logs in Chapter 5: “Emergency Care”	Bronze
45	Treasure Hunter	Collectall weapons, text logs, and audiologs in Chapter 8: “In the Hearts of Men”	Bronze
46	Make Us Whole	Collect all weapons, text logs, and audio logs in Chapter 9:“ Escaping thel shimura”	Bronze
47	Gun Dealer	Collect every weapon on one profile	Silver
48	Weapon Nut	Max out all upgrades for every weapon on one profile	Gold







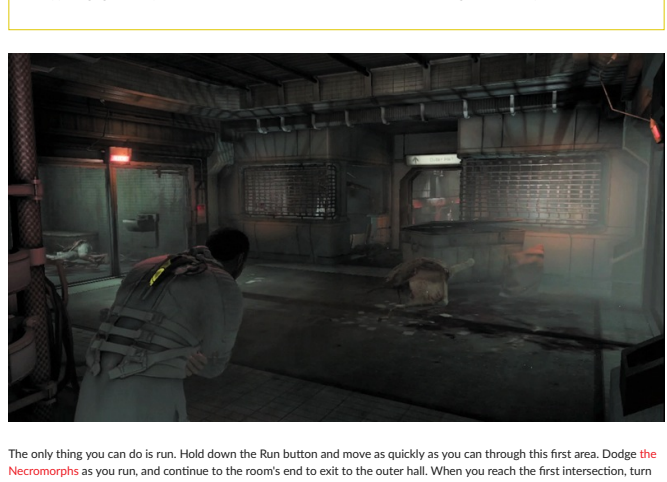


Where Am I?

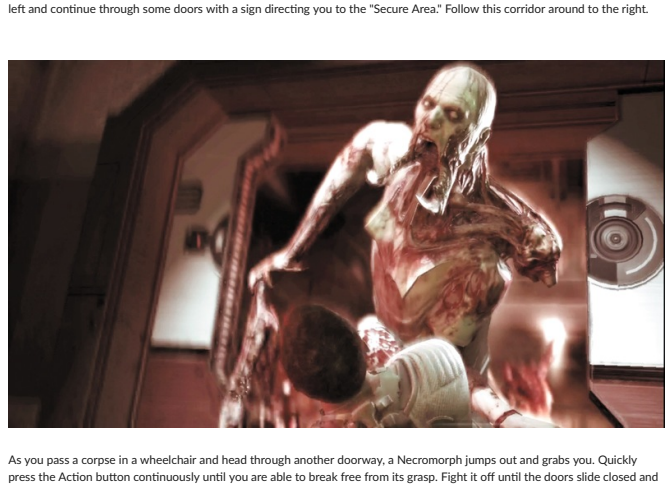
After a series of flashbacks in which you are being questioned by some type of doctor, someone by the name of Franco is trying to wake you up. He is talking to someone named Daina over a communicator. As he tries to get you out of a straitjacket, he is attacked by a Necromorph Infector. This is not good, not good at all. You are still in a straitjacket, and there are Necromorphs killing and infecting everyone in the area.

Escape the hospital

It's happening again—the panic, the terror. It's the same as on the Ishimura. I need to get out of this place.



The only thing you can do is run. Hold down the Run button and move as quickly as you can through this first area. Dodge the Necromorphs as you run, and continue to the room's end to exit to the outer hall. When you reach the first intersection, turn left and continue through some doors with a sign directing you to the "Secure Area." Follow this corridor around to the right.



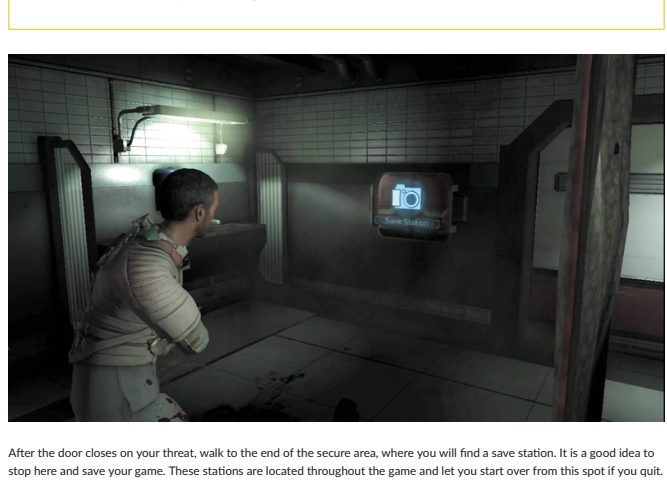
As you pass a corpse in a wheelchair and head through another doorway, a Necromorph jumps out and grabs you. Quickly press the Action button continuously until you are able to break free from its grasp. Fight it off until the doors slide closed and eliminate this threat.

Note

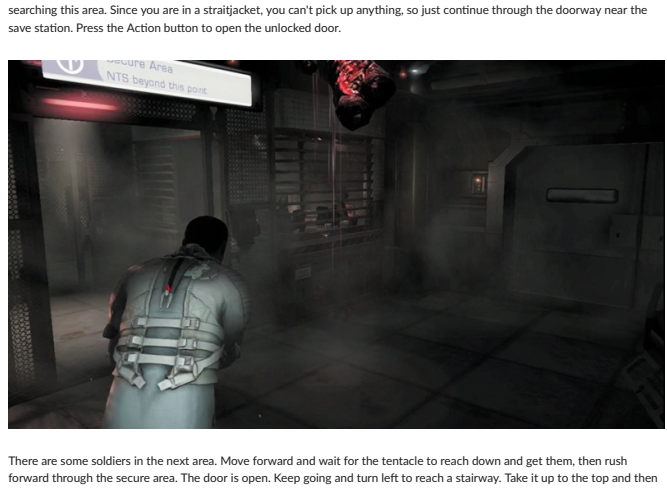
After the Necromorph attack at the doorway, notice your health indicator on your RIG. While it was yellow before, it now has only one segment lit and it is red. This means you are close to death. Take any more damage and it is over for you; if this happens, you will have to start over at the last checkpoint. When you see red, be careful until you can get some medical attention.

Issac's Log

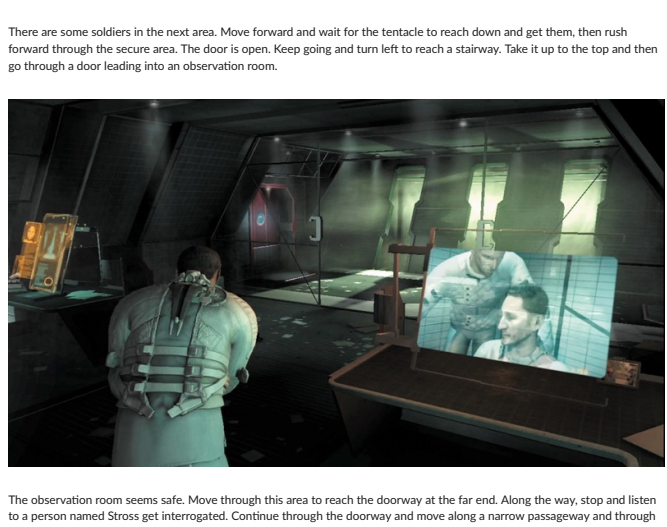
It is always best to kill Necromorphs from a distance. If you let them get in close, you can have some real trouble. However, at times—especially when I was wrapped up in a straitjacket—I had to fight off one of these creeps that got in too close and was right on top of me. I flailed around to try shaking it off so that I could then kick or stomp it with my feet. Whenever this happens to you, and I hope it doesn't, just press the Action button as fast as you can. Keep pressing it until you can take out the Necromorph. You have got to do whatever it takes to survive.



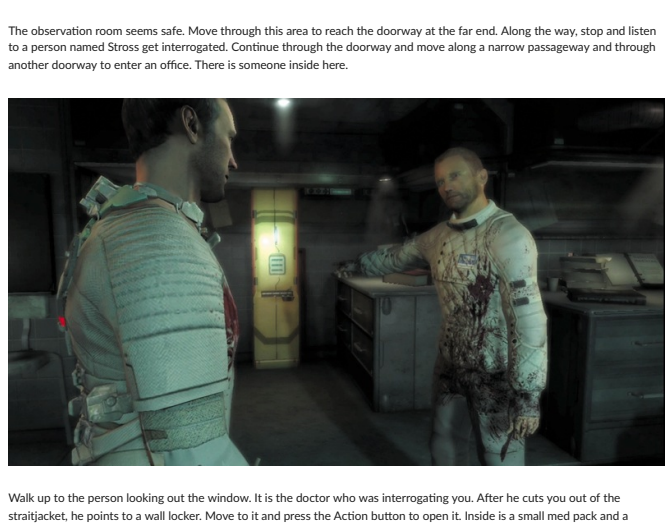
After the door closes on your threat, walk to the end of the secure area, where you will find a save station. It is a good idea to stop here and save your game. These stations are located throughout the game and let you start over from this spot if you quit. As a general rule, save early and save often. There are some areas you don't want to go through more than once. Don't bother searching this area. Since you are in a straitjacket, you can't pick up anything, so just continue through the doorway near the save station. Press the Action button to open the unlocked door.



There are some soldiers in the next area. Move forward and wait for the tentacle to reach down and get them, then rush forward through the secure area. The door is open. Keep going and turn left to reach a stairway. Take it up to the top and then go through a door leading into an observation room.



The observation room seems safe. Move through this area to reach the doorway at the far end. Along the way, stop and listen to a person named Stross get interrogated. Continue through the doorway and move along a narrow passageway and through another doorway to enter an office. There is someone inside here.



Walk up to the person looking out the window. It is the doctor who was interrogating you. After he cuts you out of the straitjacket, he points to a wall locker. Move to it and press the Action button to open it. Inside is a small med pack and a flashlight. Press the Action button again to pick them up. Press the Quick Heal button to use the med pack and restore some of your health. The doctor will not be coming along with you, so head to the elevator. Press the Action button to call it to your level. While you are waiting, the mysterious Daina contacts you and lets you know she is trying to get you out. Listen to her, and enter the elevator when it arrives. Face the controls near the elevator door, and press the Action button to activate them.

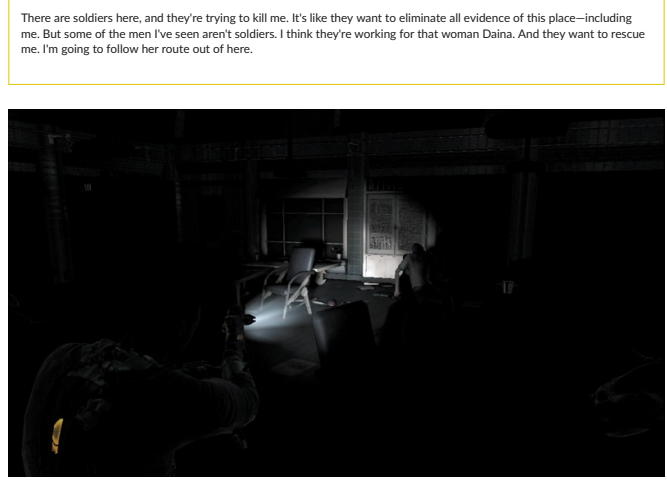
Issac's Log

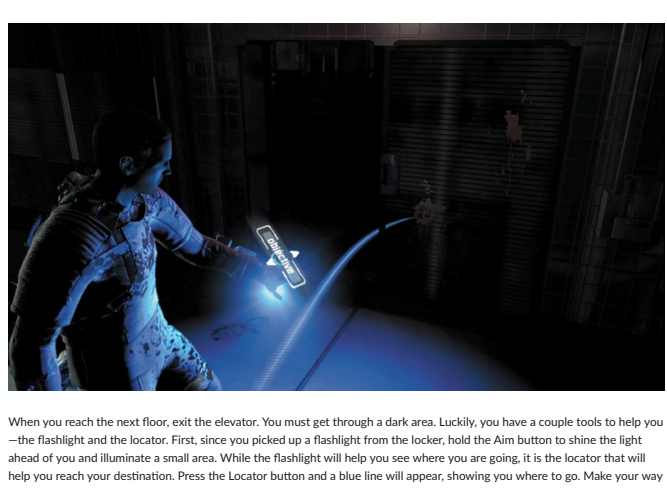
As I progressed through the Sprawl, I was always on the lookout for items to help me survive. I discovered that there were many lockers. Some were locked, so I could not open them. However, some were lit with a white light. These were unlocked, and I always found something inside that I could use. Some of these lockers were tall and others were smaller. They were always located along a wall. Be sure to check out every locker you come across. You never know what you will find inside.

Walking in the Dark

Follow Daina's route to safety

There are soldiers here, and they're trying to kill me. It's like they want to eliminate all evidence of this place—including me. But some of the men I've seen aren't soldiers. I think they're working for that woman Daina. And they want to rescue me. I'm going to follow her route out of here.

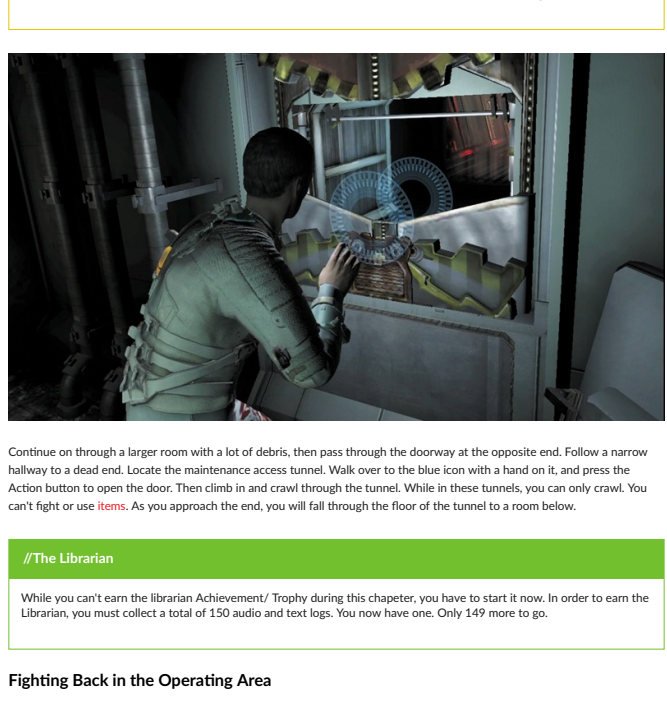




When you reach the next floor, exit the elevator. You must get through a dark area. Luckily, you have a couple tools to help you—the flashlight and the locator. First, since you picked up a flashlight from the locker, hold the Aim button to shine the light ahead of you and illuminate a small area. While the flashlight will help you see where you are going, it is the locator that will help you reach your destination. Press the Locator button and a blue line will appear, showing you where to go. Make your way through the dark rec room, maneuvering around desks and chairs. Finally, you get to a hallway. If you turn right you will find an audio log hidden in a corner. Grab that, then follow the hall around and stop at the save station to record your progress up to this point.

Issac's Log

The locator is a unique feature of your RIG. Just press the Locator button and a holographic pathway will appear. This showed me how to get to my next destination. I could also use the D-pad to cycle through different destinations, including save stations, stores, and workbenches. The locator really came in handy in dark areas, since it showed me the best path through the darkness. However, I did not follow these paths exclusively. While they do indicate the shortest route to a destination, I often liked to explore the area to try and find items to help me make it through the Sprawl alive.

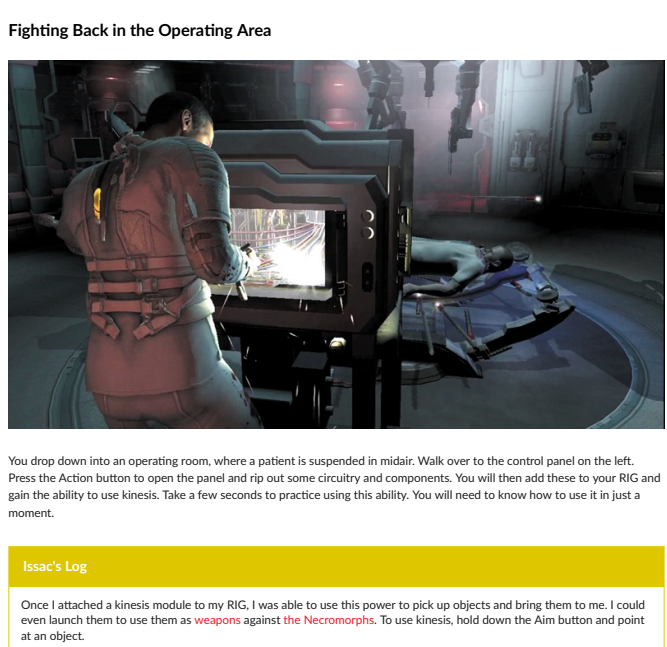


Continue on through a larger room with a lot of debris, then pass through the doorway at the opposite end. Follow a narrow hallway to a dead end. Locate the maintenance access tunnel. Walk over to the blue icon with a hand on it, and press the Action button to open the door. Then climb in and crawl through the tunnel. While in these tunnels, you can only crawl. You can't fight or use items. As you approach the end, you will fall through the floor of the tunnel to a room below.

//The Librarian

While you can't earn the librarian Achievement/ Trophy during this chapter, you have to start it now. In order to earn the Librarian, you must collect a total of 150 audio and text logs. You now have one. Only 149 more to go.

Fighting Back in the Operating Area



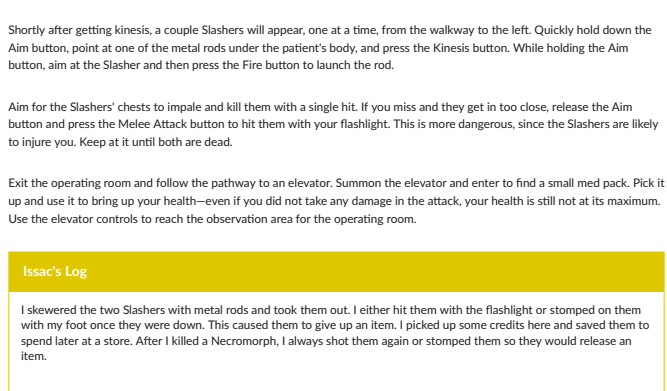
You drop down into an operating room, where a patient is suspended in midair. Walk over to the control panel on the left. Press the Action button to open the panel and rip out some circuitry and components. You will then add these to your RIG and gain the ability to use kinesis. Take a few seconds to practice using this ability. You will need to know how to use it in just a moment.

Issac's Log

Once I attached a kinesis module to my RIG, I was able to use this power to pick up objects and bring them to me. I could even launch them to use them as weapons against the Necromorphs. To use kinesis, hold down the Aim button and point at an object.

Then press the Kinesis button. The object will hover in the air in front of you. This can be handy for bringing objects to you that may otherwise be out of reach. Release the Aim button and the object will drop to the ground. If you want to launch the object, hold it with kinesis and press the Fire button.

Some objects, such as metal rods, make effective weapons. Since you don't have any other weapons at this time—other than the flashlight, which you could hit something with—find some rods and keep them at the ready.



Shortly after getting kinesis, a couple Slashers will appear, one at a time, from the walkway to the left. Quickly hold down the Aim button, aim at one of the metal rods under the patient's body, and press the Kinesis button. While holding the Aim button, aim at the Slasher and press the Fire button to launch the rod.

Aim for the Slashers' chests to impale and kill them with a single hit. If you miss and they get in too close, release the Aim button and press the Melee Attack button to hit them with your flashlight. This is more dangerous, since the Slashers are likely to injure you. Keep at it until both are dead.

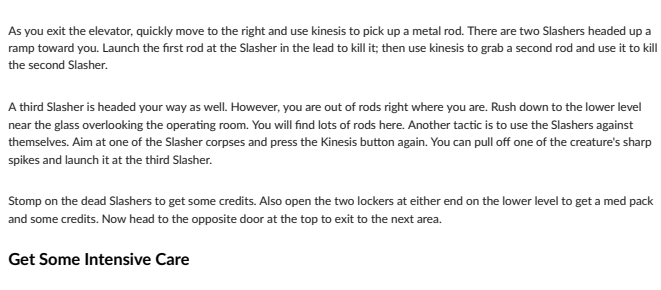
Exit the operating room and follow the pathway to an elevator. Summon the elevator and enter to find a small med pack. Pick it up and use it to bring up your health—even if you did not take any damage in the attack, your health is still not at its maximum. Use the elevator controls to reach the observation area for the operating room.

Issac's Log

I skewered the two Slashers with metal rods and took them out. I either hit them with the flashlight or stomped on them with my foot once they were down. This caused them to give up an item. I picked up some credits here and saved them to spend later at a store. After I killed a Necromorph, I always shot them again or stomped them so they would release an item.

//Think Fast

If you used the metal rods as kinesis weapons to kill the two Slashers, you are already on your way to the Think Fast Achievement/Trophy. In order to earn it, you need to kill a total of 30 Necromorphs with kinesis objects.

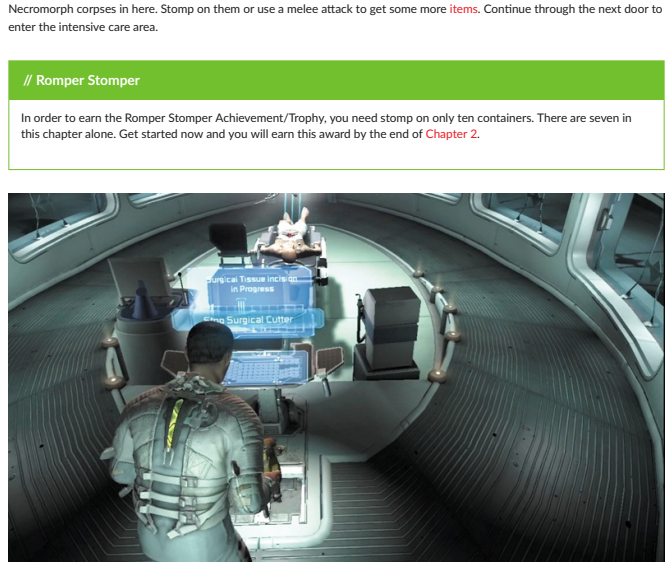


As you exit the elevator, quickly move to the right and use kinesis to pick up a metal rod. There are two Slashers headed up a ramp toward you. Launch the first rod at the nearest Slasher. If you miss or need to, use kinesis to grab a second rod and use it to kill the second Slasher.

A third Slasher is headed your way as well. However, you are out of rods right where you are. Rush down to the lower level near the glass overlooking the operating room. You will find lots of rods here. Another tactic is to use the Slashers against themselves. Aim at one of the Slasher corpses and press the Kinesis button again. You can pull off one of the creature's sharp spikes and launch it at the third Slasher.

Stomp on the dead Slashers to get some credits. Also open the two lockers at either end on the lower level to get a med pack and some credits. Now head to the opposite door at the top to exit to the next area.

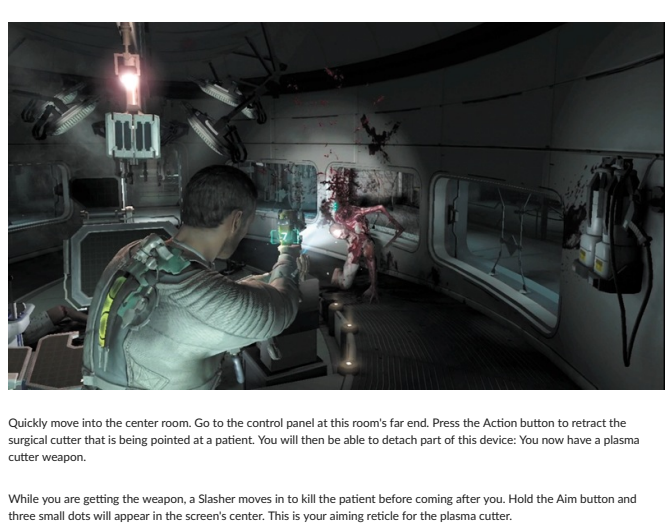
Get Some Intensive Care

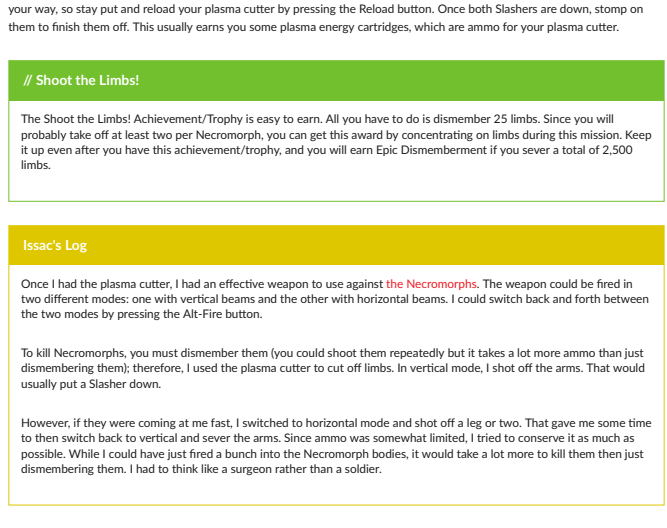


As you advance down a corridor, look for a green container. You will find these throughout the game. Walk up to it and stomp on it to get some credits. These containers can hold several different items, so be sure to stomp on them. There are also some Necromorph corpses in here. Stomp on them or use a melee attack to get some more items. Continue through the next door to enter the intensive care area.

// Romper Stomper

In order to earn the Romper Stomper Achievement/Trophy, you need stomp on only ten containers. There are seven in this chapter alone. Get started now and you will earn this award by the end of Chapter 2.





Quickly move into the center room. Go to the control panel at this room's far end. Press the Action button to retract the surgical cutter that is being pointed at a patient. You will then be able to detach part of this device: You now have a plasma cutter weapon.

While you are getting the weapon, a Slasher moves in to kill the patient before coming after you. Hold the Aim button and three small dots will appear in the screen's center. This is your aiming reticle for the plasma cutter.

Aim at the Slasher's arms right at the shoulders and shoot them off: this takes down the Slasher. A second Slasher is headed your way, so stay put and reload your plasma cutter by pressing the Reload button. Once both Slashers are down, stomp on them to finish them off. This usually earns you some plasma energy cartridges, which are ammo for your plasma cutter.

// Shoot the Limbs!

The Shoot the Limbs! Achievement/Trophy is easy to earn. All you have to do is dismember 25 limbs. Since you will probably take off at least two per Necromorph, you can get this award by concentrating on limbs during this mission. Keep it up even after you have this achievement/trophy, and you will earn Epic Dismemberment if you sever a total of 2,500 limbs.

Issac's Log

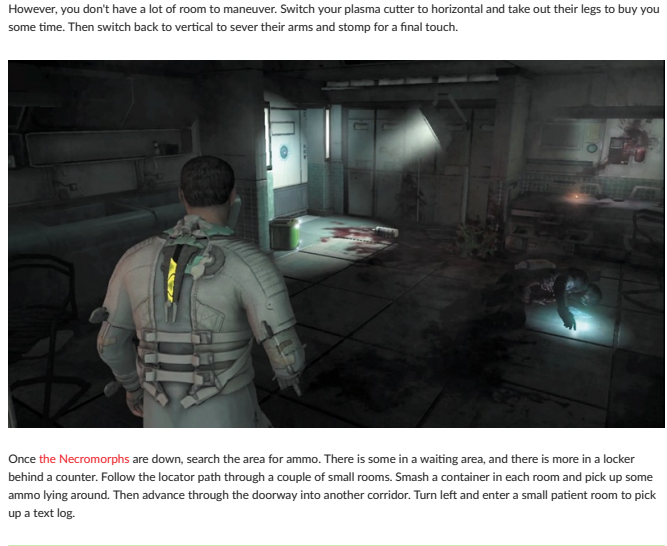
Once I had the plasma cutter, I had an effective weapon to use against the Necromorphs. The weapon could be fired in two different modes: one with vertical beams and the other with horizontal beams. I could switch back and forth between the two modes by pressing the Alt-Fire button.

To kill Necromorphs, you must dismember them (you could shoot them repeatedly but it takes a lot more ammo than just dismembering them); therefore, I used the plasma cutter to cut off limbs. In vertical mode, I shot off the arms. That would usually put a Slasher down.

However, if they were coming at me fast, I switched to horizontal mode and shot off a leg or two. That gave me some time to then switch back to vertical and sever the arms. Since ammo was somewhat limited, I tried to conserve it as much as possible. While I could have just fired a bunch into the Necromorph bodies, it would take a lot more to kill them then just dismembering them. I had to think like a surgeon rather than a soldier.

After you have killed the two Slashers that are moving around this area, kill the third one, which is still strapped down to a gurney. It can't come after you, so just shoot off its arms to kill it. Then search the three side rooms in this area to find credits and some plasma energy. Check the lockers on the wall, as well as the counters and floors. You really need to stock up on ammo while you can.

No Time to Wait



Once you have cleared out the intensive care area, head out the door by the Slasher on the gurney. Continue through the next room and into a hallway with a save station. Save, and then enter the intensive care area.

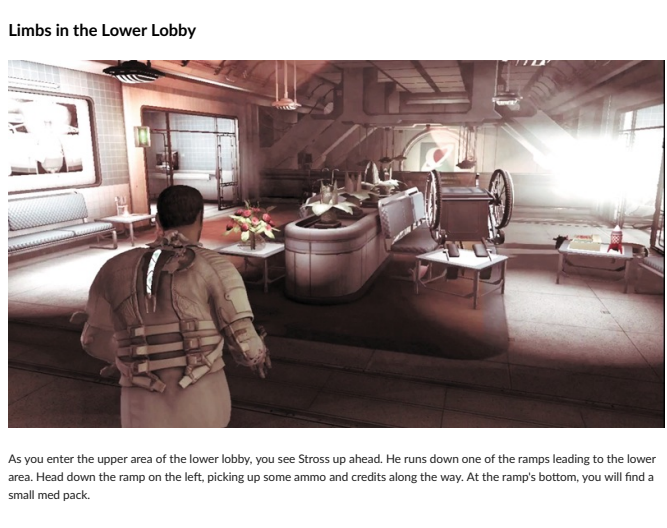
Head down the path to the right since the left is blocked by flaming debris. Check in a side room containing a couple of bodies for some credits. While you are in here, three Slashers head your way. Staying in the room with the bodies will prevent the Slashers from surrounding you.

However, you don't have a lot of room to maneuver. Switch your plasma cutter to horizontal and take out their legs to buy you some time. Then switch back to vertical to sever their arms and stomp for a final touch.

Once the Necromorphs are down, search the area for ammo. There is some in a waiting area, and there is more in a locker behind a counter. Follow the locator path through a couple of small rooms. Smash a container in each room and pick up some ammo lying around. Then advance through the doorway into another corridor. Turn left and enter a small patient room to pick up a text log.

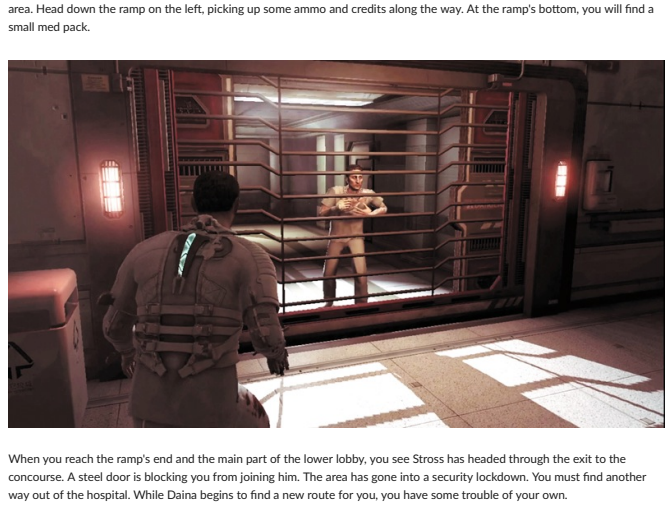
//Text Log: Orderly TPS Report 1411

The patients are becoming agitated and combative with us as a result of the new regimens of memory-erasing drugs. They no longer remember who we are from day to day, and must be convinced to leave their cells each morning. Many are so frightened they require sedation to get to the interrogation chamber. Orderly Gousetis was bitten three times by Patient 6, who now must be told why he has a broken jaw every morning.

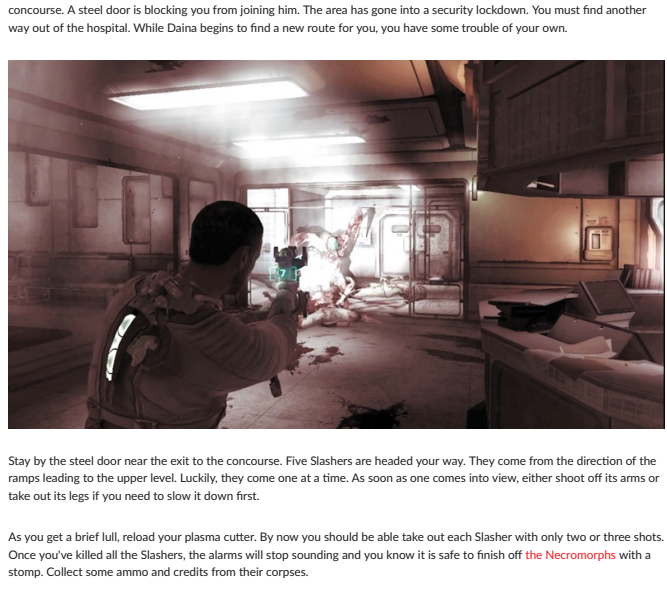


Continue searching this part of the waiting area. You will also find some ammo, credits, and a small med pack here. Once you have it all, follow the locator path to a doorway leading to the lower lobby.

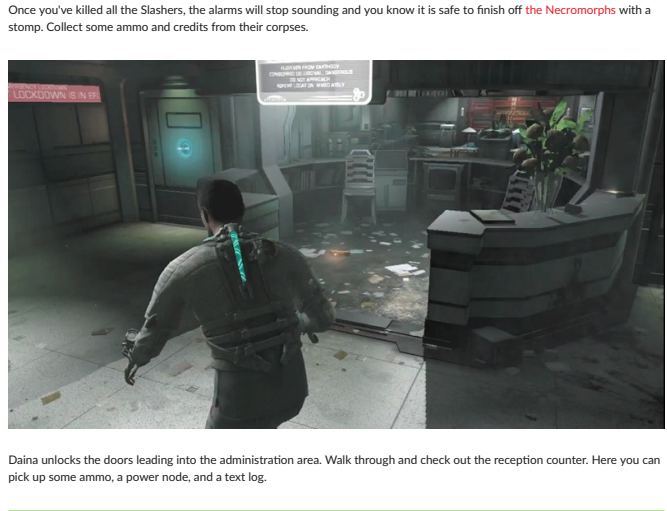
Limbs in the Lower Lobby



As you enter the upper area of the lower lobby, you see Stross up ahead. He runs down one of the ramps leading to the lower area. Head down the ramp on the right side, picking up some ammo and credits along the way. At the ramp's bottom, you will find a small med pack.

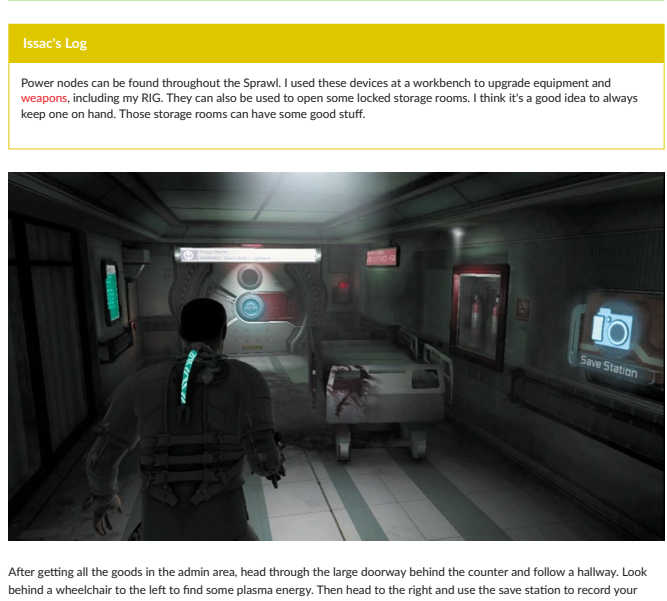


When you reach the ramp's end and the main part of the lower lobby, you see Stross has headed through the exit to the concourse. A steel door is blocking you from joining him. The area has gone into a security lockdown. You must find another way out of the hospital. While Daina begins to find a new route for you, you have some trouble of your own.



Stay by the steel door near the exit to the concourse. Five Slashers are headed your way. They come from the direction of the ramps leading to the upper level. Luckily, they come one at a time. As soon as one comes into view, either shoot off its arms or take out its legs if you need to slow it down first.

As you get a brief lull, reload your plasma cutter. By now you should be able take out each Slasher with only two or three shots. Once you've killed all the Slashers, the alarms will stop sounding and you know it is now safe to finish off the Necromorphs with a stomp. Collect some ammo and credits from their corpses.



Daina unlocks the doors leading into the administration area. Walk through and check out the reception counter. Here you can pick up some ammo, a power node, and a text log.

// Text Log: Anxiety Spike

Attn: Reception desk

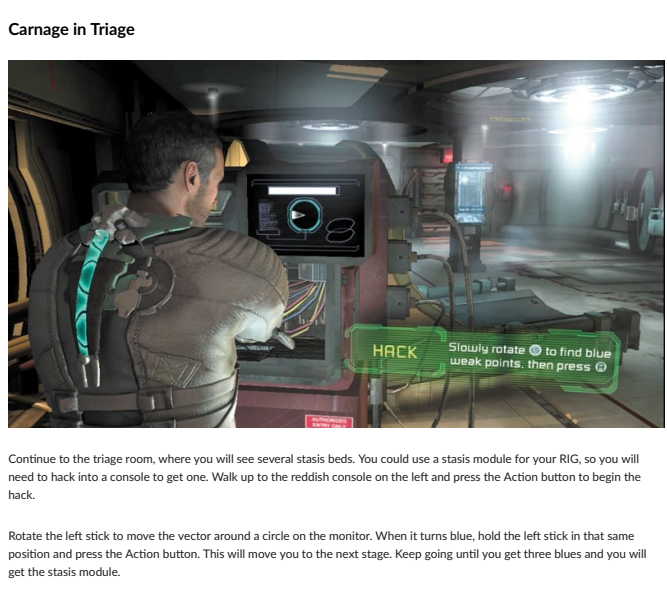
Please refer all registrants complaining of anxiety and/or psychological problems to the other hospitals in the area. We're booked and running low on mood-elevating medications. With the recent CEC layoffs and the increased tensions between Unitologists and EarthGov, I thought that was enough of a spike in cases. This new wave is something entirely different.

Dr. Brian Alpers

Department of Psychology

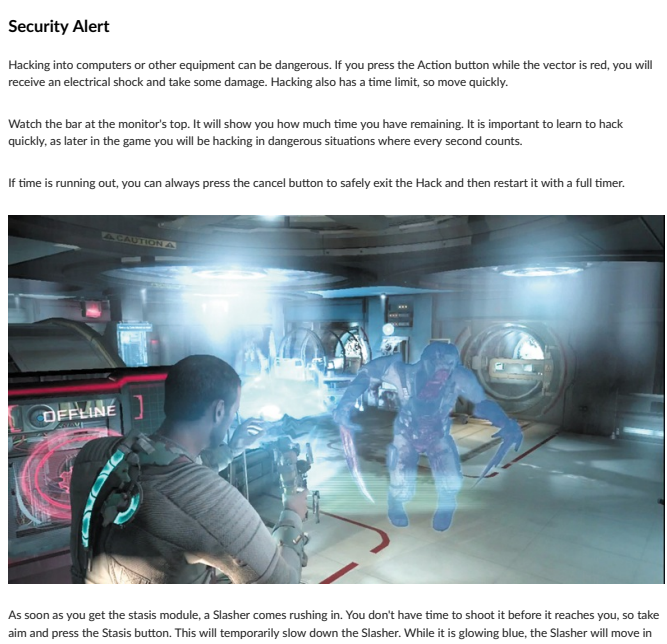
Issac's Log

Power nodes can be found throughout the Sprawl. I used these devices at a workbench to upgrade equipment and weapons, including my RIG. They can also be used to open some locked storage rooms. I think it's a good idea to always keep one on hand. Those storage rooms can have some good stuff.



After getting all the goods in the admin area, head through the large doorway behind the counter and follow a hallway. Look behind a wheelchair to the left to find some plasma energy. Then head to the right and use the save station to record your progress. Now head through the next doorway into the triage area.

Carnage in Triage



Continue to the triage room, where you will see several stasis beds. You could use a stasis module for your RIG, so you will need to hack into a console to get one. Walk up to the reddish console on the left and press the Action button to begin the hack.

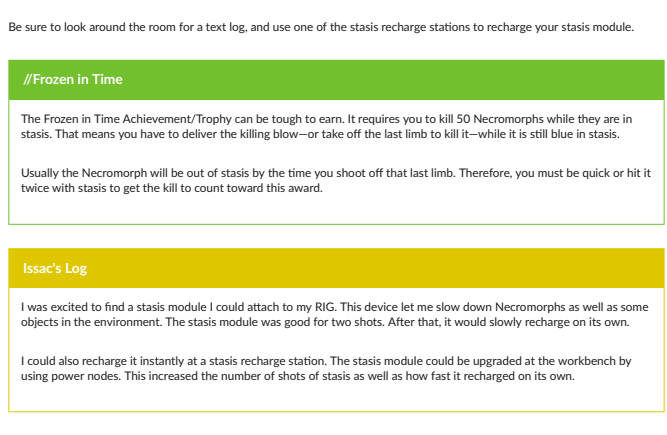
Rotate the left stick to move the vector around a circle on the monitor. When it turns blue, hold the left stick in that same position and press the Action button. This will move you to the next stage. Keep going until you get three blues and you will get the stasis module.

Security Alert

Hacking into computers or other equipment can be dangerous. If you press the Action button while the vector is red, you will receive an electrical shock and take some damage. Hacking also has a time limit, so move quickly.

Watch the bar at the monitor's top. It will show you how much time you have remaining. It is important to learn to hack quickly, as later in the game you will be hacking in dangerous situations where every second counts.

If time is running out, you can always press the cancel button to safely exit the Hack and then restart it with a full timer.



As soon as you get the stasis module, a Slasher comes rushing in. You don't have time to shoot it before it reaches you, so take aim and press the Stasis button. This will temporarily slow down the Slasher. While it is glowing blue, the Slasher will move in slow motion, giving you enough time to shoot off its arms and kill it.

Be sure to look around the room for a text log, and use one of the stasis recharge stations to recharge your stasis module.

// Frozen in Time

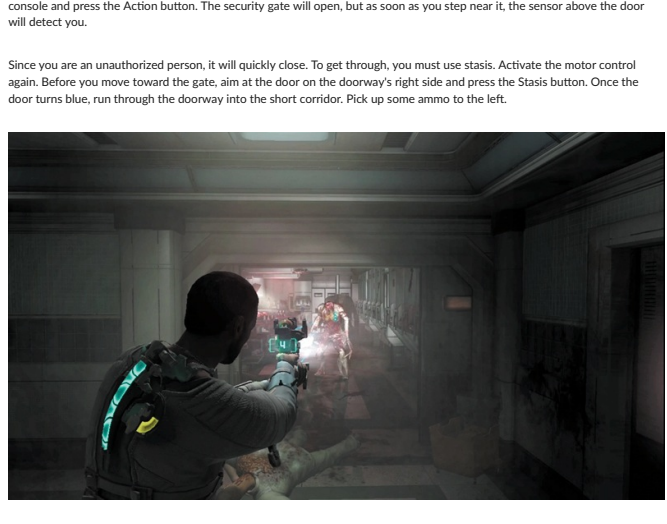
The Frozen in Time Achievement/Trophy can be tough to earn. It requires you to kill 50 Necromorphs while they are in stasis. That means you have to deliver the killing blow—or take off the last limb to kill it—while it is still blue in stasis.

Usually the Necromorph will be out of stasis by the time you shoot off that last limb. Therefore, you must be quick or hit it twice with stasis to get the kill to count toward this award.

Issac's Log

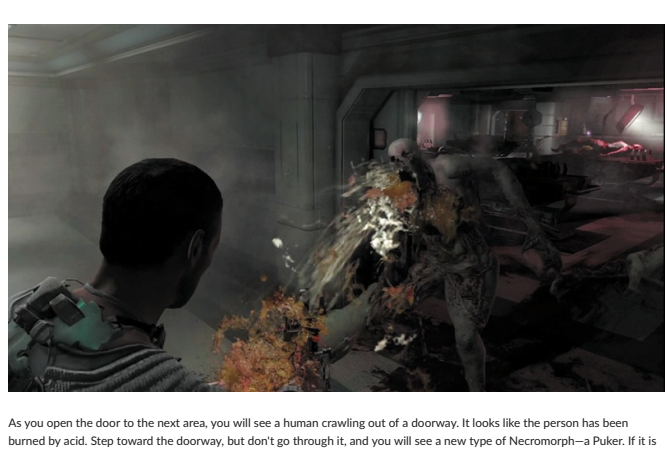
I was excited to find a stasis module I could attach to my RIG. This device let me slow down Necromorphs as well as some objects in the environment. The stasis module was good for two shots. After that, it would slowly recharge on its own.

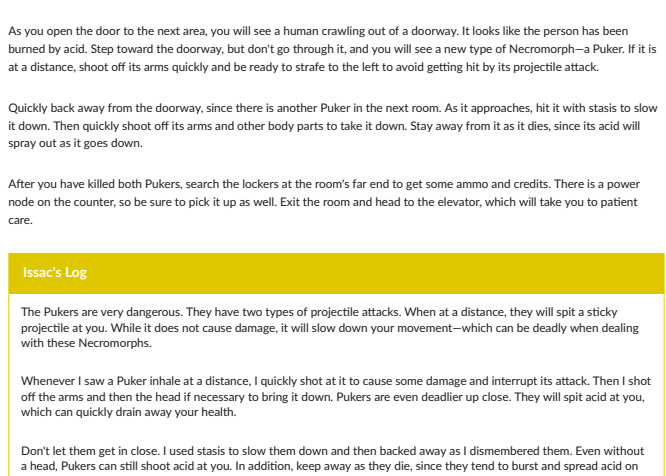
I could also recharge it instantly at a stasis recharge station. The stasis module could be upgraded at the workbench by using power nodes. This increased the number of shots of stasis as well as how fast it recharged on its own.



In order to get out of this room, you must move through the security gate. Walk over to the security gate motor control console and press the Action button. The security gate will open, but as soon as you step near it, the sensor above the door will detect you.

Since you are an unauthorized person, it will quickly close. To get through, you must use stasis. Activate the motor control again. Before you move toward the gate, aim at the door on the doorway's right side and press the Stasis button. Once the door turns blue, run through the doorway into the short corridor. Pick up some ammo to the left.





As you open the door to the next area, you will see a human crawling out of a doorway. It looks like the person has been burned by acid. Step toward the doorway, but don't go through it, and you will see a new type of Necromorph—a Puker. If it is at a distance, shoot off its arms quickly and be ready to strafe to the left to avoid getting hit by its projectile attack.

Quickly back away from the doorway, since there is another Puker in the next room. As it approaches, hit it with stasis to slow it down. Then quickly shoot off its arms and other body parts to take it down. Stay away from it as it dies, since its acid will spray out as it goes down.

After you have killed both Pukers, search the lockers at the room's far end to get some ammo and credits. There is a power node on the counter, so be sure to pick it up as well. Exit the room and head to the elevator, which will take you to patient care.

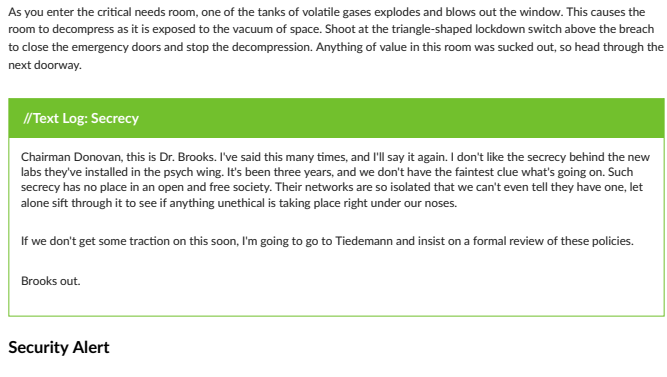
Issac's Log

The Pukers are very dangerous. They have two types of projectile attacks. When at a distance, they will spit a sticky projectile at you. While it does not cause damage, it will slow down your movement—which can be deadly when dealing with these Necromorphs.

Whenever I saw a Puker inhale at a distance, I quickly shot at it to cause some damage and interrupt its attack. Then I shot off the arms and then the head if necessary to bring it down. Pukers are even deadlier up close. They will spit acid at you, which can quickly drain away your health.

Don't let them get in close. I used stasis to slow them down and then backed away as I dismembered them. Even without a head, Pukers can still shoot acid at you. In addition, keep away as they die, since they tend to burst and spread acid on anything nearby.

When you step out of the elevator, head toward the gift shop area of the patient care wing. Behind the balloons is a locker containing some ammo. Grab it, then head behind the opposite counter to find a text log and another power node. Continue through the corridor toward the east wing. You find more ammo near the doorway leading into the critical needs room.



As you enter the critical needs room, one of the tanks of volatile gases explodes and blows out the window. This causes the room to decompress as it is exposed to the vacuum of space. Shoot at the triangle-shaped lockdown switch above the breach to close the emergency doors and stop the decompression. Anything of value in this room was sucked out, so head through the next doorway.

//Text Log: Secrecy

Chairman Donovan, this is Dr. Brooks. I've said this many times, and I'll say it again. I don't like the secrecy behind the new labs they've installed in the psych wing. It's been three years, and we don't have the faintest clue what's going on. Such secrecy has no place in an open and free society. Their networks are so isolated that we can't even tell they have one; let alone sift through it to see if anything unethical is taking place right under our noses.

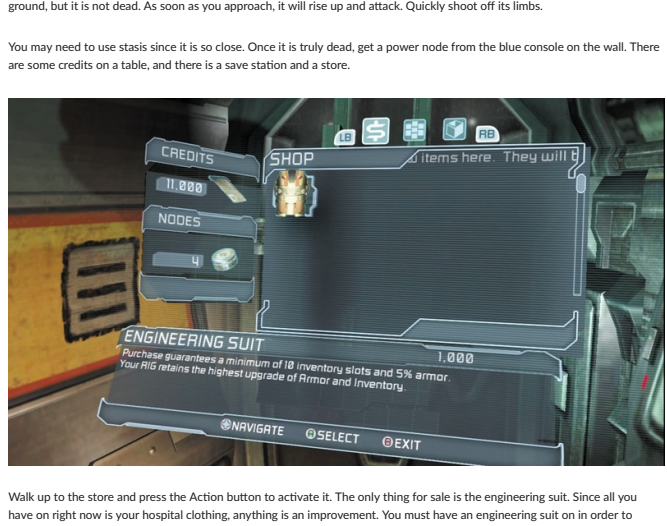
If we don't get some traction on this soon, I'm going to go to Tiedemann and insist on a formal review of these policies.

Brooks out.

Security Alert

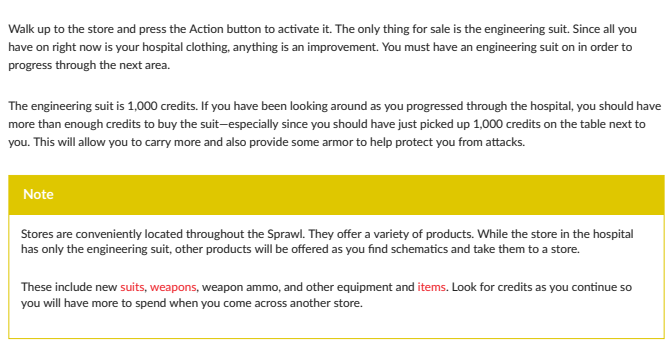
Anytime you are in a room with a window that looks out into space, there is a danger of decompression if the window is breached. If this happens, shoot at the lockdown switch. You often have very little time to do so before being sucked out into space.

You can also use decompression to your advantage at times. Shoot out a window or launch an object into it with kinesis. This will suck out Necromorphs that are closer to the breach than you. Just be ready to hit the lockdown switch and make sure you are as far away from the window as possible.



Move to the corridor's end to pick up some plasma energy before entering the next room. There is a Necromorph lying on the ground, but it is not dead. As soon as you approach, it will rise up and attack. Quickly shoot off its limbs.

You may need to use stasis since it is so close. Once it is truly dead, get a power node from the blue console on the wall. There are some credits on a table, and there is a save station and a store.



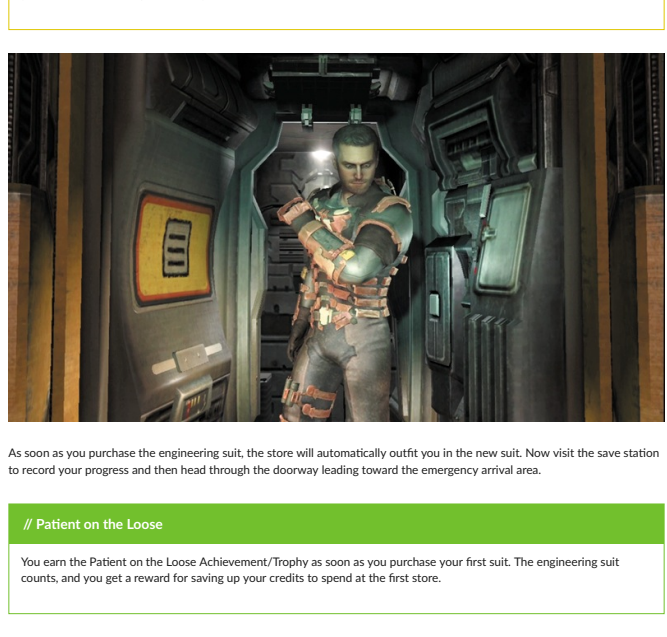
Walk up to the store and press the Action button to activate it. The only thing for sale is the engineering suit. Since all you have on right now is your hospital clothing, anything is an improvement. You must have an engineering suit on in order to progress through the next area.

The engineering suit is 1,000 credits. If you have been looking around as you progressed through the hospital, you should have more than enough credits to buy the suit—especially since you should have just picked up 1,000 credits on the table next to you. This will allow you to carry more and also provide some armor to help protect you from attacks.

Note

Stores are conveniently located throughout the Sprawl. They offer a variety of products. While the store in the hospital has only the engineering suit, other products will be offered as you find schematics and take them to a store.

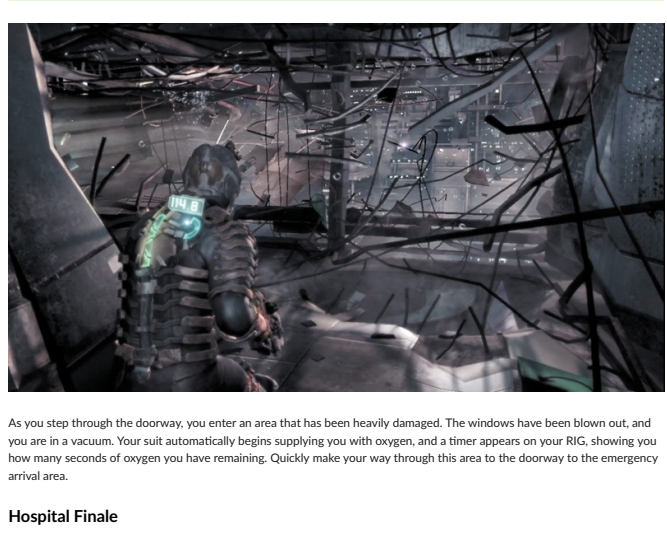
These include new suits, weapons, weapon ammo, and other equipment and items. Look for credits as you continue so you will have more to spend when you come across another store.



As soon as you purchase the engineering suit, the store will automatically outfit you in the new suit. Now visit the save station to record your progress and then head through the doorway leading toward the emergency arrival area.

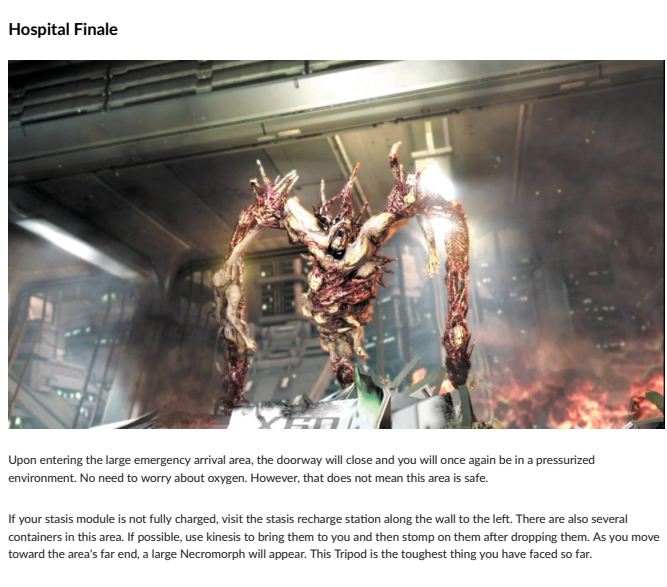
// Patient on the Loose

You earn the Patient on the Loose Achievement/Trophy as soon as you purchase your first suit. The engineering suit counts, and you get a reward for saving up your credits to spend at the first store.



As you step through the doorway, you enter an area that has been heavily damaged. The windows have been blown out, and you are in a vacuum. Your suit automatically begins supplying you with oxygen, and a timer appears on your RIG, showing you how many seconds of oxygen you have remaining. Quickly make your way through this area to the doorway to the emergency arrival area.

Hospital Finale

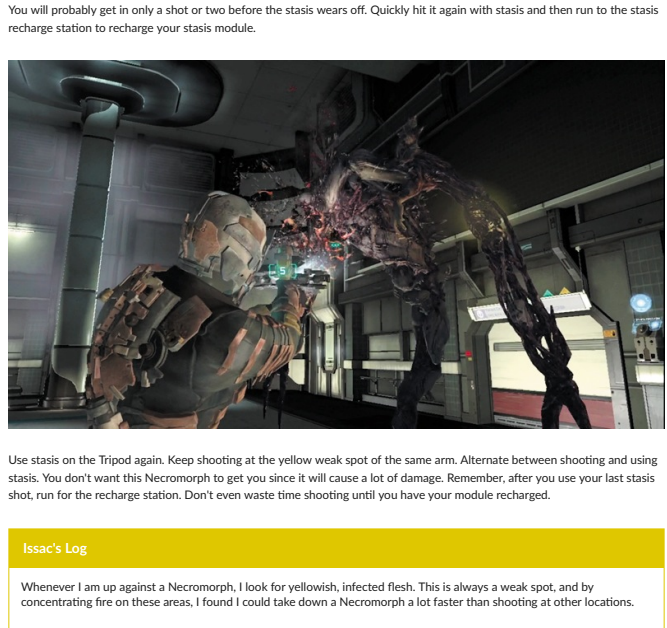


Upon entering the large emergency arrival area, the doorway will close and you will once again be in a pressurized environment. No need to worry about oxygen. However, that does not mean this area is safe.

If your stasis module is not fully charged, visit the stasis recharge station along the wall to the left. There are also several containers in this area. If possible, use kinesis to bring them to you and then stomp on them after dropping them. As you move toward the area's far end, a large Necromorph will appear. This Tripod is the toughest thing you have faced so far.

As soon as the Tripod jumps down onto the deck, hit it with stasis to slow it down. Then fire away at the narrow section of one of its arms where the glowing yellow bulb is. Yellow areas on Necromorphs always signal a weak point.

You will probably get in only a shot or two before the stasis wears off. Quickly hit it again with stasis and then run to the stasis recharge station to recharge your stasis module.

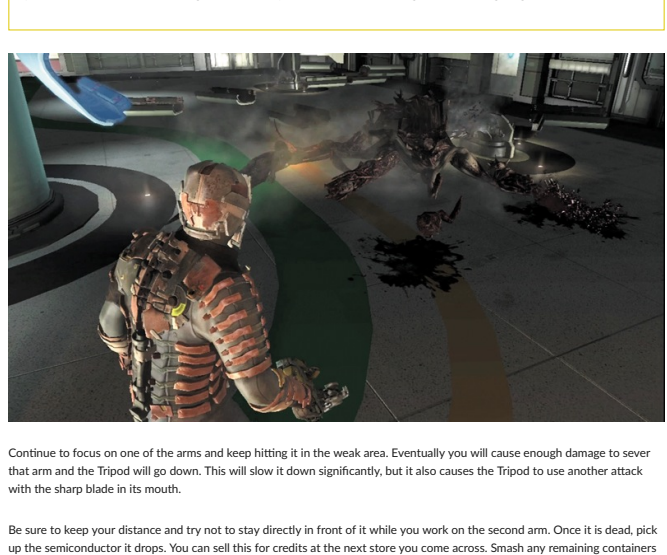


Use stasis on the Tripod again. Keep shooting at the yellow weak spot of the same arm. Alternate between shooting and using stasis. You don't want this Necromorph to get you since it will cause a lot of damage. Remember, after you use your last stasis shot, run for the recharge station. Don't even waste time shooting until you have your module recharged.

Issac's Log

Whenever I am up against a Necromorph, I look for yellowish, infected flesh. This is always a weak spot, and by concentrating fire on these areas, I found I could take down a Necromorph a lot faster than shooting at other locations.

This worked well on the Tripod. As I was fighting it, I also ran around the area to stay away from this beast. I smashed several of the containers and found plasma energy or small med packs inside. These really came in handy, since I needed quite a bit of ammo to take this big bad Necromorph down, and I tended to get hurt while fighting.

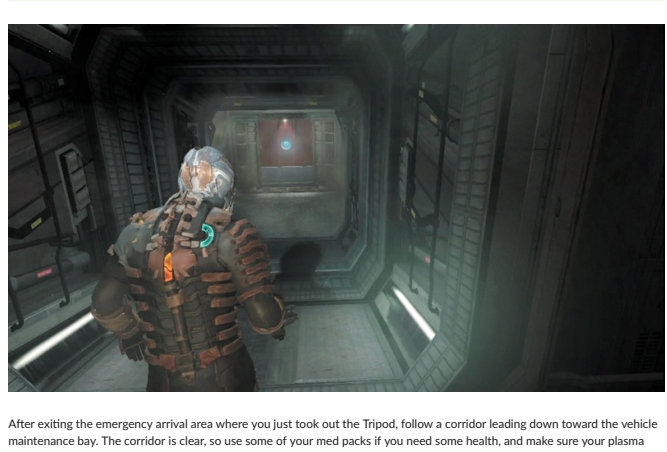


Continue to focus on one of the arms and keep hitting it in the weak area. Eventually you will cause enough damage to sever that arm and the Tripod will go down. This will slow it down significantly, but it also causes the Tripod to use another attack with the sharp blade in its mouth.

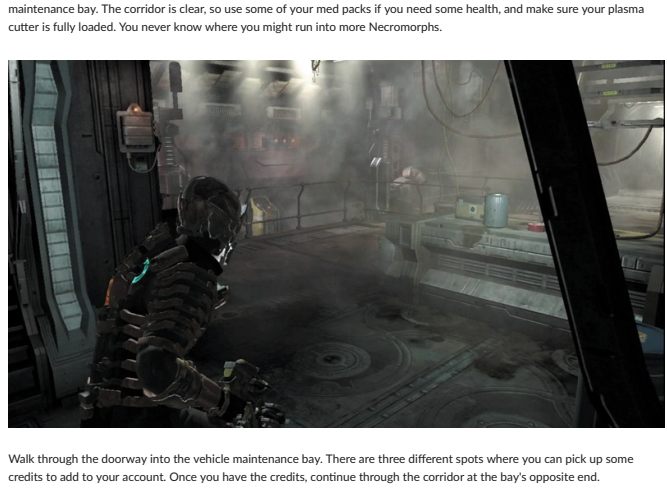
Be sure to keep your distance and try not to get directly in front of it while you work on the second arm. Once it is dead, pick up the semiconductor it drops. You can sell this for credits at the next store you come across. Smash any remaining containers and get the goodies from them. Then head to the doorway leading to the vehicle maintenance bay to finally exit the hospital.

// The Electrician

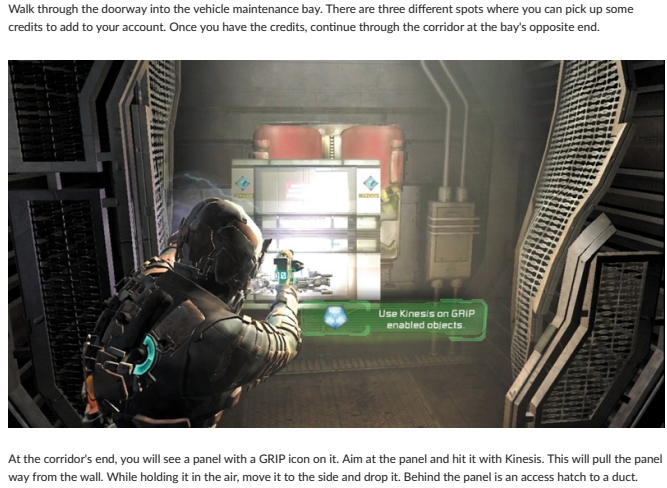
When you picked up the semiconductor, you started working toward another achievement. You need ten total semiconductors to earn the Electrician Achievement/Trophy; you now have one. You do not have to hold on to all ten—you just have to find and pick them up. So go ahead and sell the one you just earned for some credits at the next store.



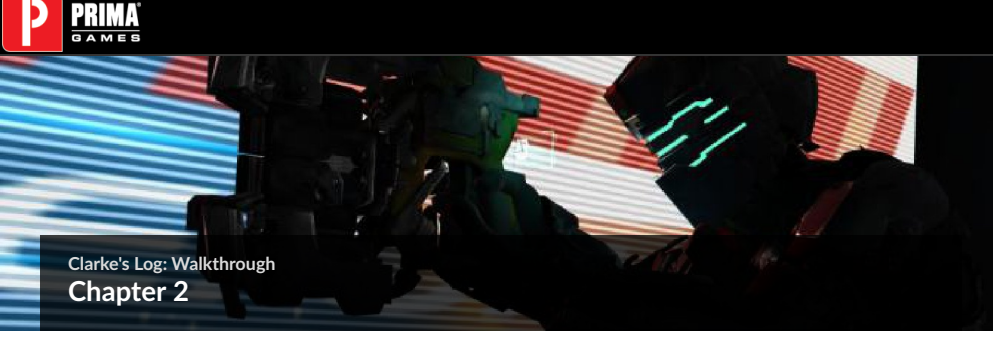
After exiting the emergency arrival area where you just took out the Tripod, follow a corridor leading down toward the vehicle maintenance bay. The corridor is clear, so use some of your med packs if you need some health, and make sure your plasma cutter is fully loaded. You never know where you might run into more Necromorphs.



Walk through the doorway into the vehicle maintenance bay. There are three different spots where you can pick up some credits to add to your account. Once you have the credits, continue through the corridor at the bay's opposite end.

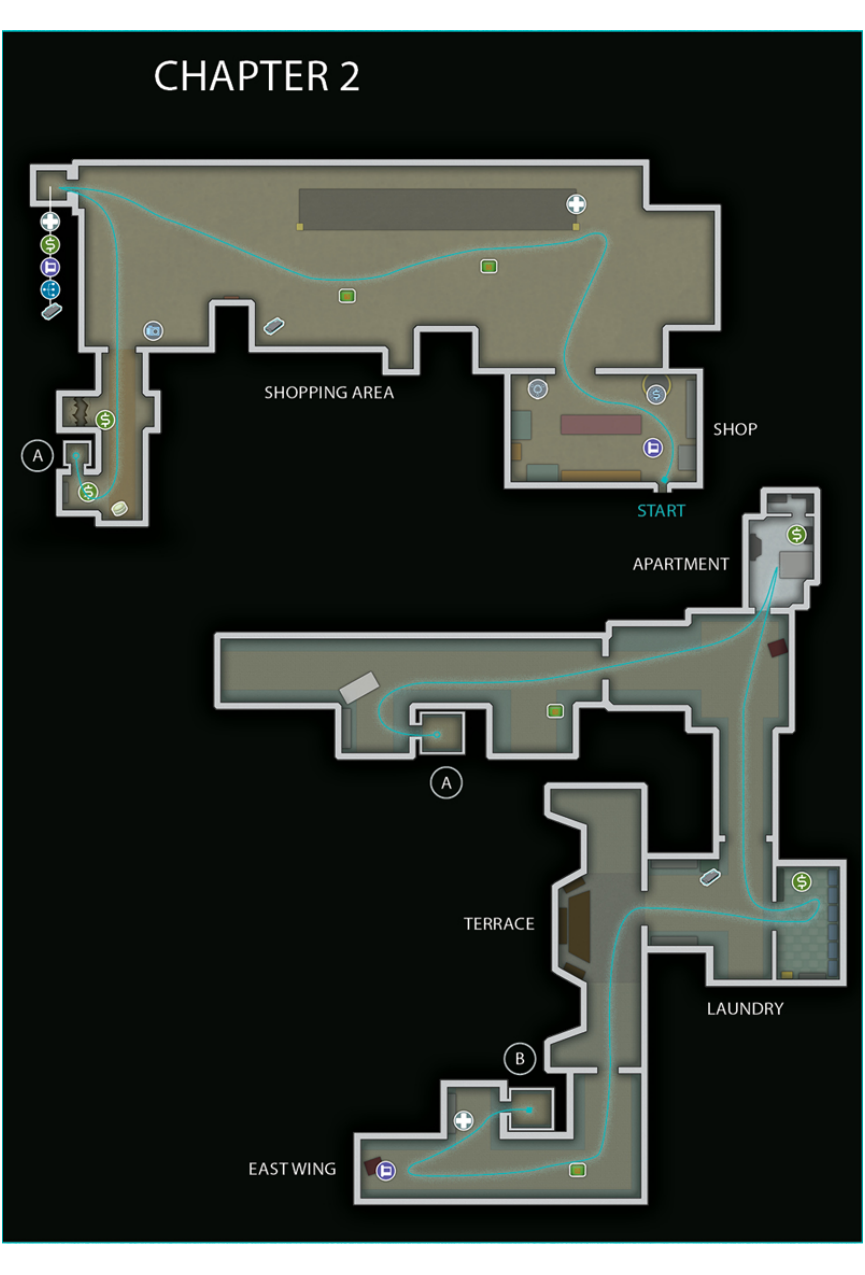


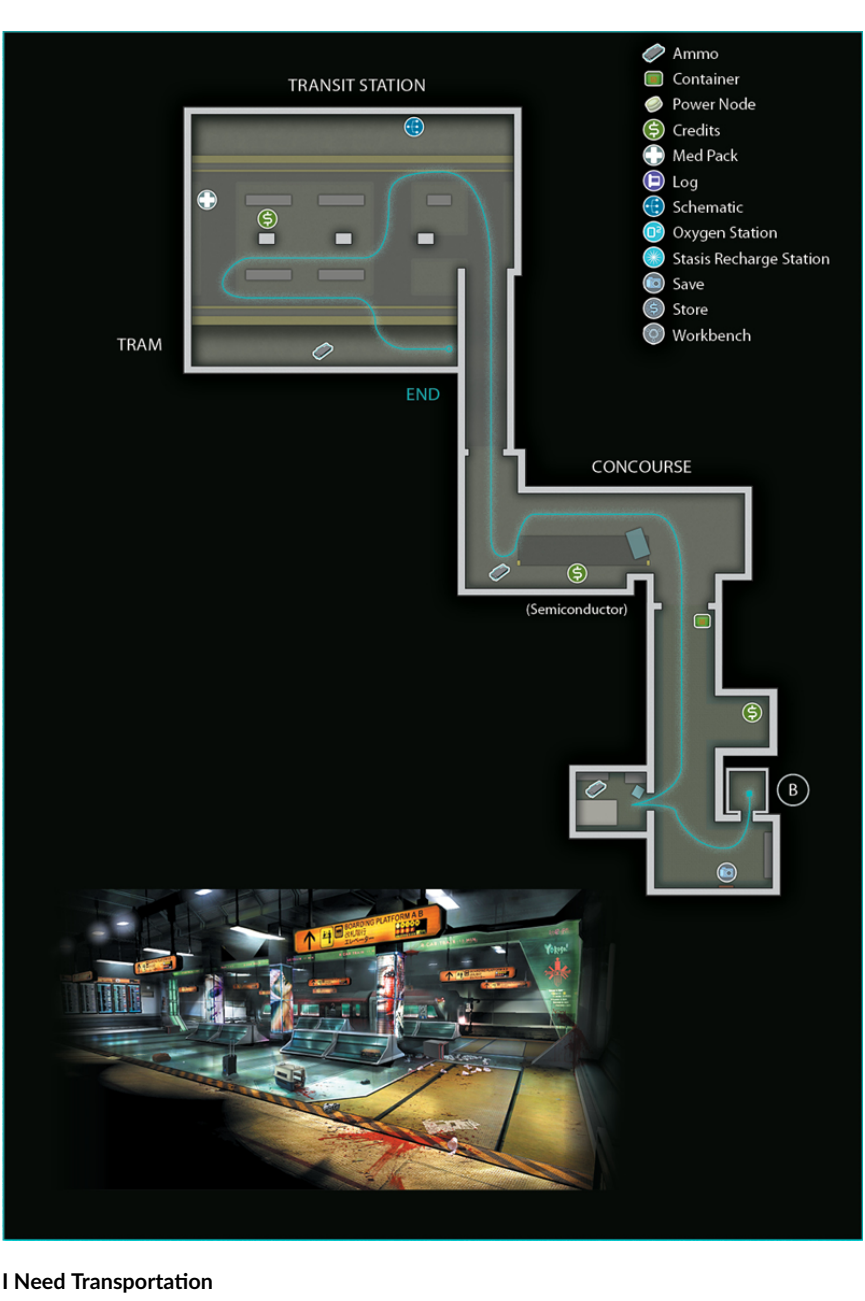
At the corridor's end, you will see a panel with a GRIP icon on it. Aim at the panel and hit it with Kinesis. This will pull the panel way from the wall. While holding it in the air, move it to the side and drop it. Behind the panel is an access hatch to a duct. Walk up to it and press the Action button to open the hatch and climb into the duct. Crawl through it to exit into another room.



Clarke's Log: Walkthrough

Chapter 2



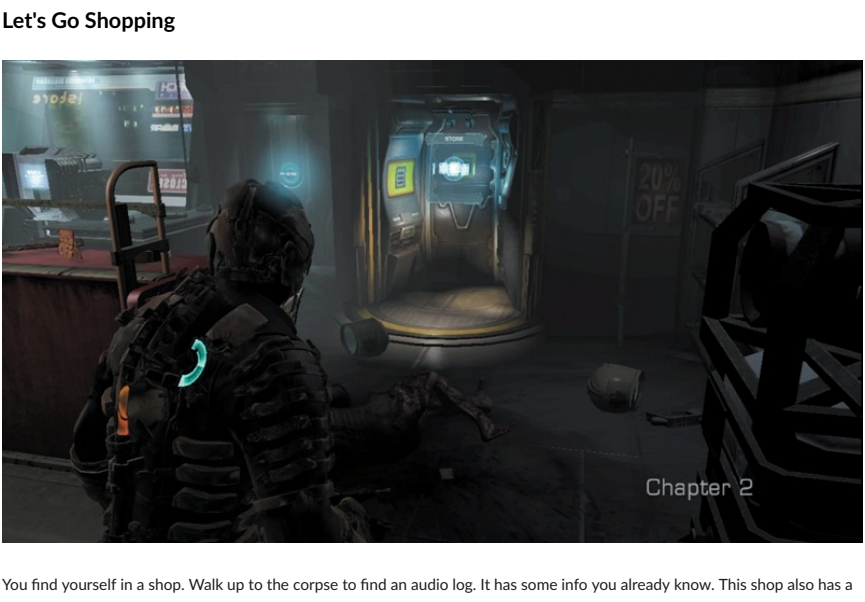


I Need Transportation

Rendezvous with Daina's team

I don't know who this woman is, but she helped me make it this far. Trust isn't a factor here—she's helped me survive, and that's what matters. She says she has a cure for these hallucinations and a way off of this station. I've got nothing to lose by meeting her.

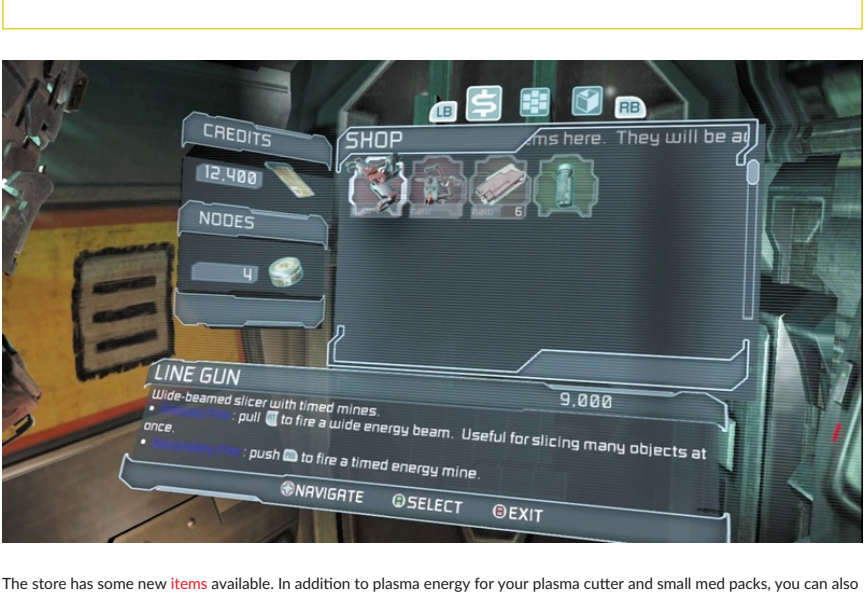
Let's Go Shopping



You find yourself in a shop. Walk up to the corpse to find an audio log. It has some info you already know. This shop also has a store and a workbench. Go up to the store and see what is available for purchase.

// Audio Log: Cut off Their Limbs

Listen up, this is Dougherty from CEC. Cut off their limbs! It's the only way they go down! It's their limbs—that's the secret! Comms are down; we can't get a broadcast out, so tell everyone you see!



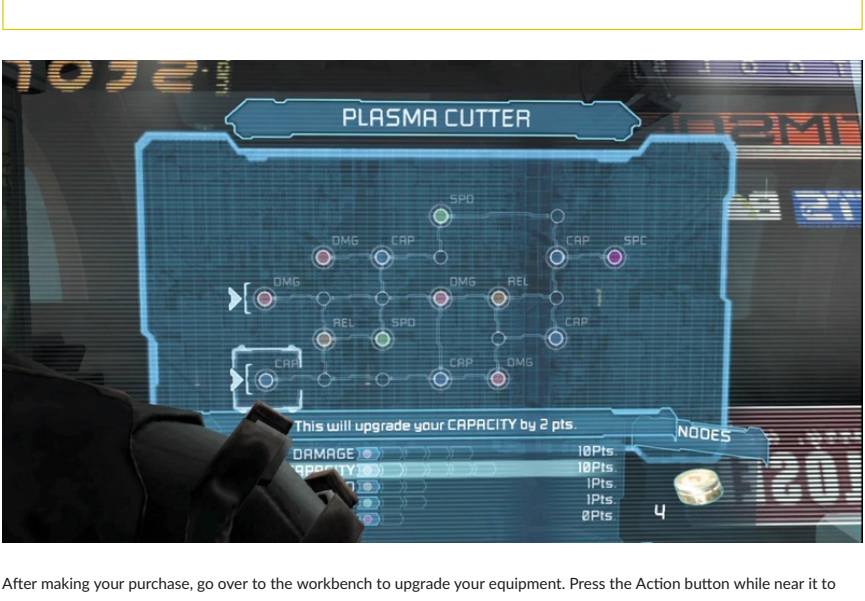
The store has some new items available. In addition to plasma energy for your plasma cutter and small med packs, you can also purchase two new weapons—the line cutter and the javelin gun. You don't have enough money for both, so you will have to pick one. You definitely want to add a weapon to your arsenal.

Isaac's Log

At the shop, I had to decide on which weapon to purchase. I didn't have enough credits for both. In the end, I went for the line gun. It seemed to provide some of the additional firepower I felt I might need. It fired a wide horizontal beam. With this, I could cut both legs off a Necromorph with a single shot, and if there were several close together, I could damage more than one.

In addition, the line gun's alternate-fire feature is a timed energy mine. While aiming the line gun, I could deploy one of these mines by pressing the Alt-Fire button. After a few seconds, it would detonate and cause lots of damage to anything near it.

The javelin gun would also have been a good choice. It fires a javelin-type projectile that can impale enemies and cause lots of damage. After firing a javelin, press the Alt-Fire button to electrify the javelin; this will damage any Necromorphs near it. I decided I would purchase the javelin gun once I had more credits.



After making your purchase, go over to the workbench to upgrade your equipment. Press the Action button while near it to open the workbench menu. Here you can select from your weapons and equipment. You should have four power nodes. Select the plasma cutter from the list; this opens a schematic indicating where you can place nodes.

For the plasma cutter, there are two initial locations. It is a good idea to place a power node in each of these spots. One will increase the damage each shot of your plasma cutter inflicts. The other will increase the number of shots your cutter can fire before it must be reloaded.

You can also upgrade your RIG, your stasis module, and your new weapon. A good choice for your third power node is the RIG, since you will have it throughout the game. Place on the initial slot for hit points. This will increase the damage you can take. Even though you still have a power node left, don't use it now. You will need it shortly to get into a locked supply room.

Isaac's Log

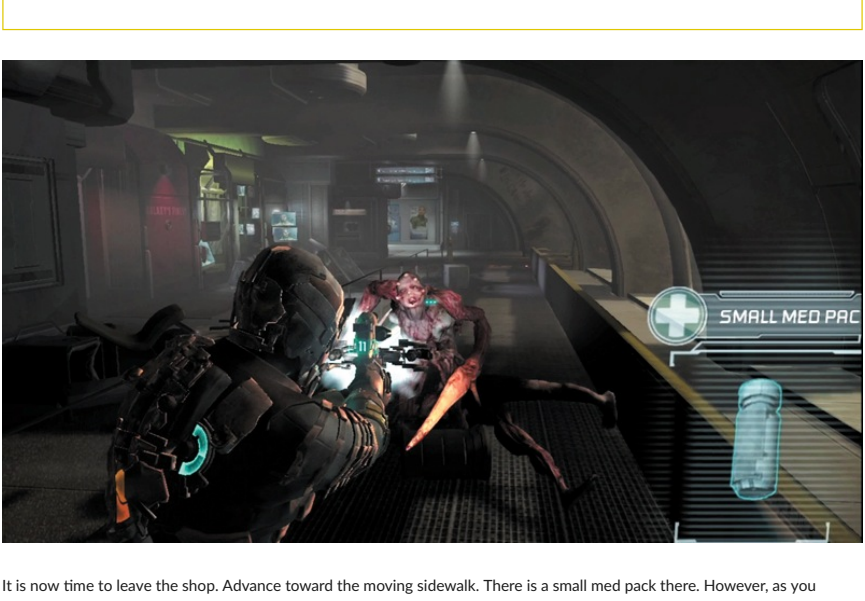
The workbench let me upgrade my weapons and equipment to get more out of them. Once a power node was installed, it was there until later when I got the ability to pull them out. However, that cost a lot of credits. Therefore, I always took my time to decide how to best use my power nodes.

It is always a good idea to upgrade the RIG, since you always have the RIG and these upgrades will continue to benefit you throughout your time in the Sprawl. The stasis module is another good choice for the same reason. However, upgrading weapons can really give you an edge, as the Necromorphs get tougher and more deadly.

I decided to use my first power nodes to upgrade my stasis module. The sooner this gets upgraded, the more effective my use of stasis would be. I even spent all of my power nodes and did not save one for a locked supply room. Instead, I noted where the supply room was and then after finding a power node a bit later, backtracked to get into the locked room.

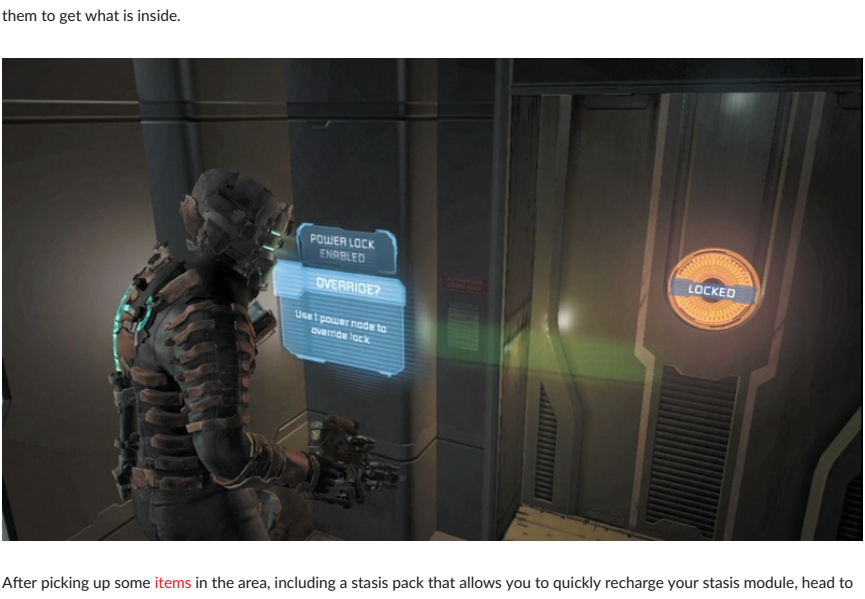
Get to the tram station

Daina's on the Sprawl's opposite end, and the fastest way across the station is the tram system. I need to get there before this chaos catches up with me.



It is now time to leave the shop. Advance toward the moving sidewalk. There is a small med pack there. However, as you approach, the sidewalk will start moving and a Slasher will come running toward you. Try to shoot out its legs as you back away.

Then take off its arms to finish it off. Walk through the area to the left of the moving sidewalk to find a couple crates. Stomp on them to get what is inside.



After picking up some items in the area, including a stasis pack that allows you to quickly recharge your stasis module, head to the area's far end and use a power node to open the power lock on a door. Inside you will find ammo, a semiconductor, a small med pack, a text log, and a schematic for power nodes.

Not a bad haul for the cost of a power node. Exit the room and head back to the store to cash in your semiconductor and get some credits so you can spend them right away.

Isaac's Log

I initially passed by the locked storage room since I used all my power nodes and then came back later once I had found another power node. After opening the storage room, I headed back to the store in the shop. I wanted to sell the semiconductor for credits and upload the schematic.

By doing this, I was able to clear out two slots in my inventory. I also had enough to purchase the javelin gun. Now I had a lot more options when it came to combat. In addition, I found ammo for each of these new weapons in the storage room, so I figured I would probably find more as I progressed through the Sprawl

// Text Log: Quarterly Report

TITAN STATION Quarterly Economic Report

CLASSIFIED: Authorized Persons Only

****DO NOT FORWARD****

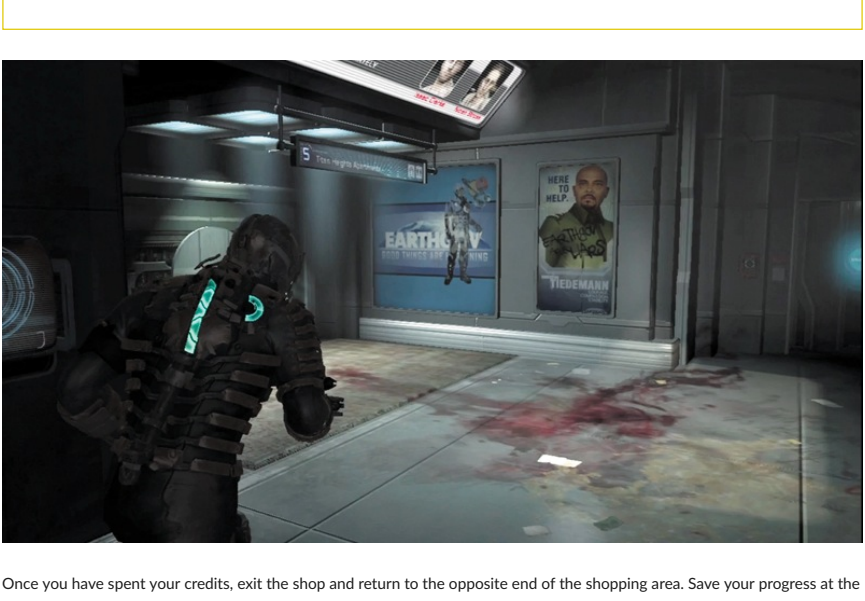
Titan Station unemployment grew unexpectedly to 9.5%, due to collateral job losses from the ongoing collapse of local planetcracking business.

The aftermath of the Ishimura incident continues to depress all planetcracking activity, as more and more support services go out of business, leaving less and less capacity for planetcracking.

However, Titan Station continues to post a small profit, buoyed solely by the cash influx from EarthGov's scientific research and operations facilities. Human Needs and Services Organization has been spared the brunt of the planetcracking collapse by the pickup in traffic with Government Sector.

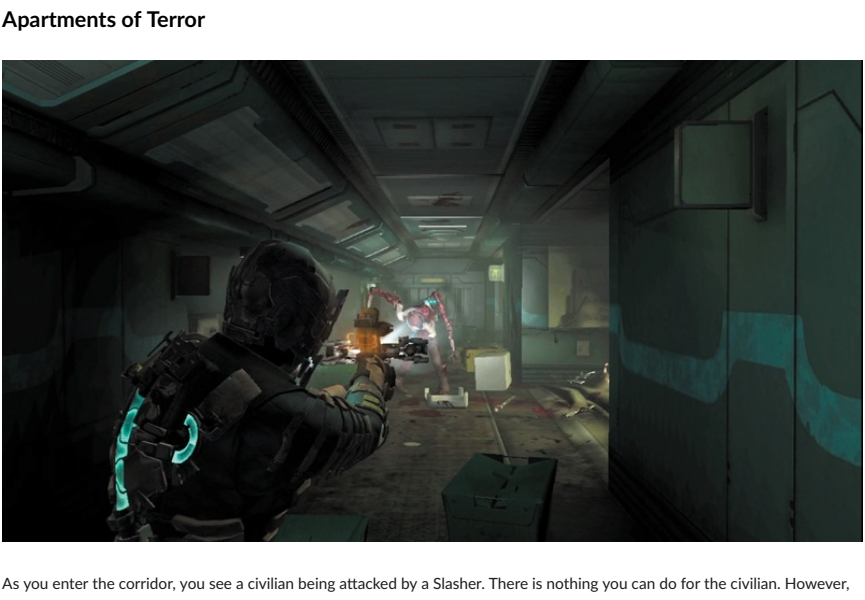
Planetcracker docks, ships services, mining supplies, and tool vendors continue to post heavy losses.

However, the CEC itself has found moderate new life for its facility in the R&D department of the government.



Once you have spent your credits, exit the shop and return to the opposite end of the shopping area. Save your progress at the save station. Now head through the doorway leading to the Titan Heights Apartments.

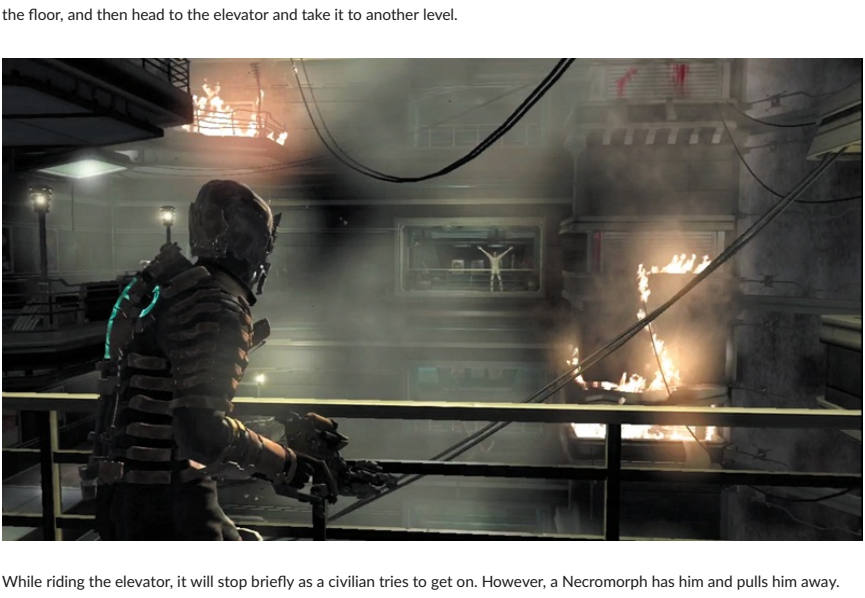
Apartments of Terror



As you enter the corridor, you see a civilian being attacked by a Slasher. There is nothing you can do for the civilian. However, you need to kill that Necromorph. As it comes at you, shoot off a leg and then take off its arms. There is a metal rod about halfway down the corridor.

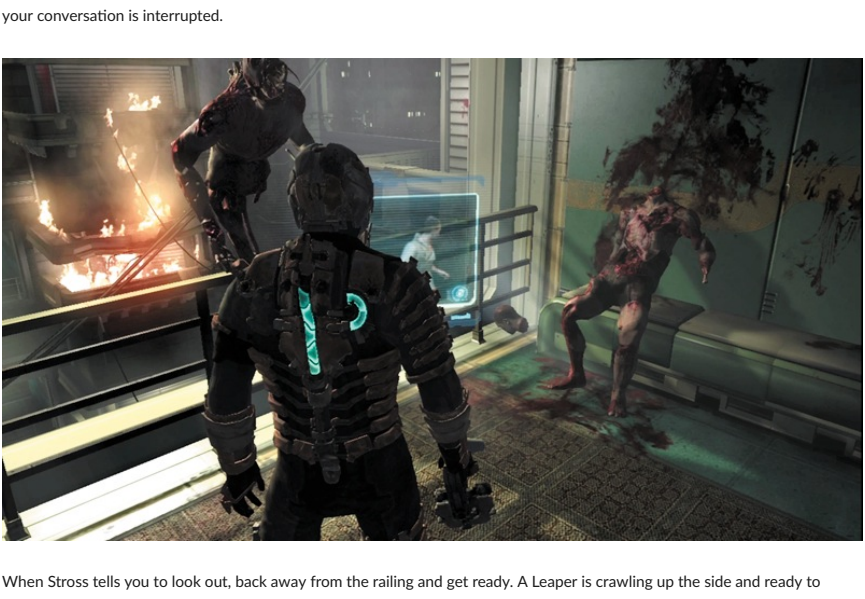
You can use kinesis to pick it up and hold on to it for a bit; there is another Slasher that will come at you. Wait near the middle of the corridor until it comes at you, then launch the rod at the Slasher and save yourself some ammo.

You can also try picking up a spike from the first dead Slasher and launching it at the second Slasher. Pick up some credits on the floor, and then head to the elevator and take it to another level.



While riding the elevator, it will stop briefly as a civilian tries to get on. However, a Necromorph has him and pulls him away. Ride the elevator to your destination and then get out.

To your left, you can see Stross on the other side of the large apartment complex. He is trying to tell you something. However, your conversation is interrupted.

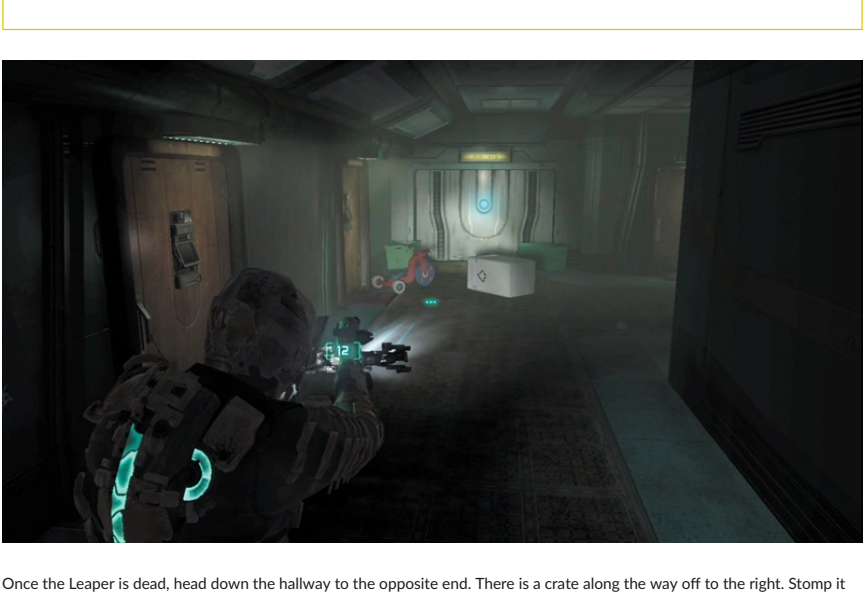


When Stross tells you to look out, back away from the railing and get ready. A Leaper is crawling up the side and ready to pounce on you. Hit it with stasis, since this Necromorph is fast; then shoot off its arms. You can also try using the javelin gun. Hit it with a javelin and then electrify it to finish off the Leaper.

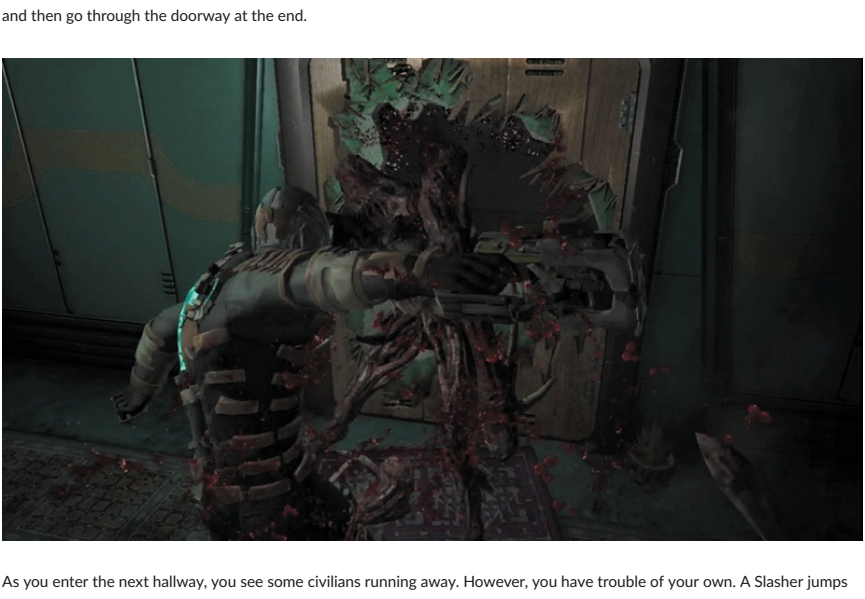
Isaac's Log

Leapers are deadly. They can crawl along walls and ceilings and then jump out at you. For a Necromorph without legs, it can sure move fast. I usually hit them right away with stasis to slow them down. Otherwise, they move so quickly they are hard to hit with most weapons.

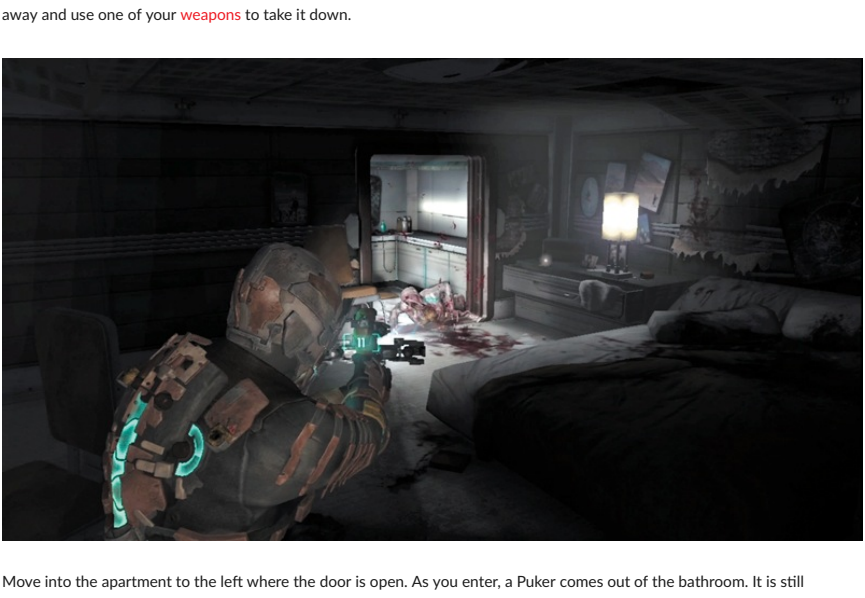
I shoot off the arms if using the plasma cutter. Don't let this Necromorph get in close. It has a spike at the end of its tail-like body that can cause a lot of damage.



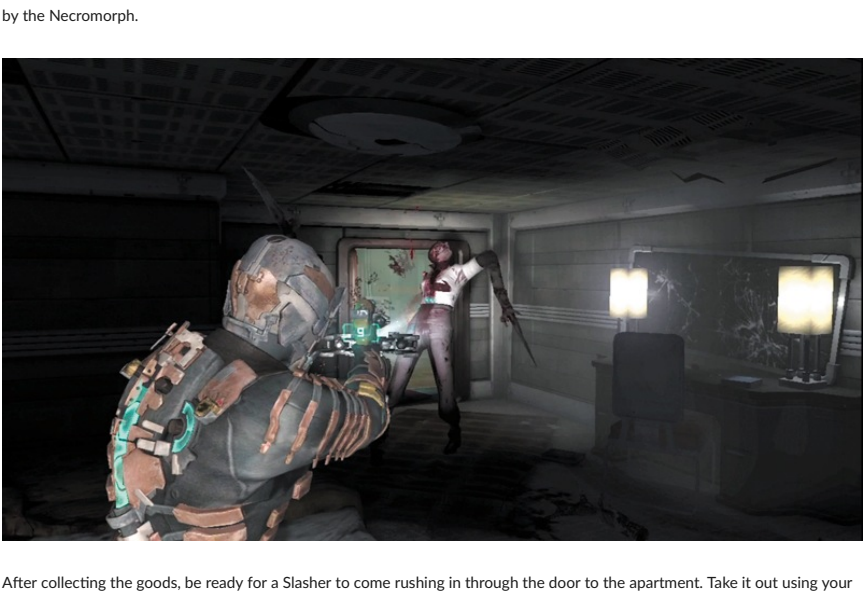
Once the Leaper is dead, head down the hallway to the opposite end. There is a crate along the way off to the right. Stomp it and then go through the doorway at the end.



As you enter the next hallway, you see some civilians running away. However, you have trouble of your own. A Slasher jumps out at you from a closed door on your left. You don't have time to shoot it this close, so use a melee attack to hit it. Then back away and use one of your weapons to take it down.

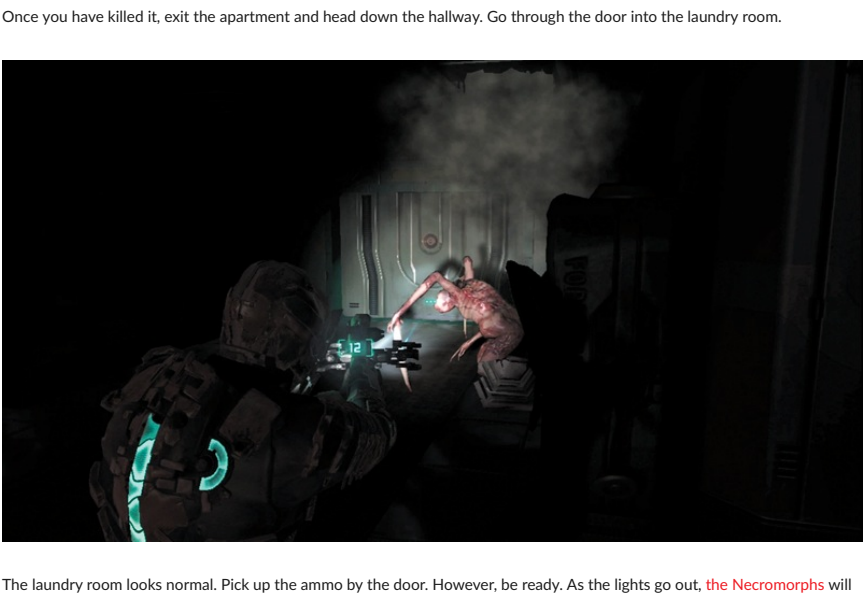


Move into the apartment to the left where the door is open. As you enter, a Puker comes out of the bathroom. It is still forming, so it drags itself on the ground. Quickly take it out before it can shoot acid at you. Remember to stay back so you don't get doused in acid when it dies. Pick up some credits on the furniture by the bathroom door as well as anything dropped by the Necromorph.



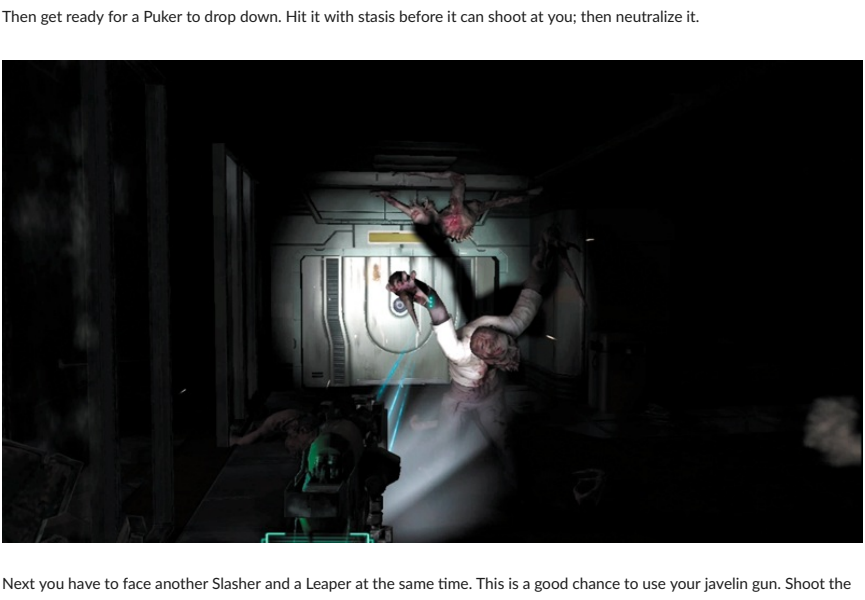
After collecting the goods, be ready for a Slasher to come rushing in through the door to the apartment. Take it out using your choice of weapons and tactics. This one is fast, so be ready to drop it before it gets close to you.

Once you have killed it, exit the apartment and head down the hallway. Go through the door into the laundry room.



The laundry room looks normal. Pick up the ammo by the door. However, be ready. As the lights go out, the Necromorphs will attack. A Slasher drops from the ceiling to your right. Quickly take it out.

Then get ready for a Puker to drop down. Hit it with stasis before it can shoot at you; then neutralize it.



Next you have to face another Slasher and a Leaper at the same time. This is a good chance to use your javelin gun. Shoot the Slasher and then electrify the javelin by pressing the Alt-Fire button. This will kill the Slasher and damage the Leaper, which is usually nearby.

Finish it off and then get ready for two more Slashers to come at you. Once all six Necromorphs are dead, you can take a breather and collect what they have dropped.

Security Alert

When attacked by multiple Necromorphs, try to back into a corner to prevent them from surrounding you or attacking from different directions.

In the laundry room, back into the area to the left by the washing machines. Since the Necromorphs are dropping down in the other room, this gives you some time and space for fighting.

Exit the laundry room and head out onto the terrace. Continue through the doorway into the east wing. This is another safe spot. Stomp on the container to find an item, then move down the hall to pick up a small med pack and a text log. Once you have everything, move to the elevator and summon it.

// Text Log: Titan Part 1

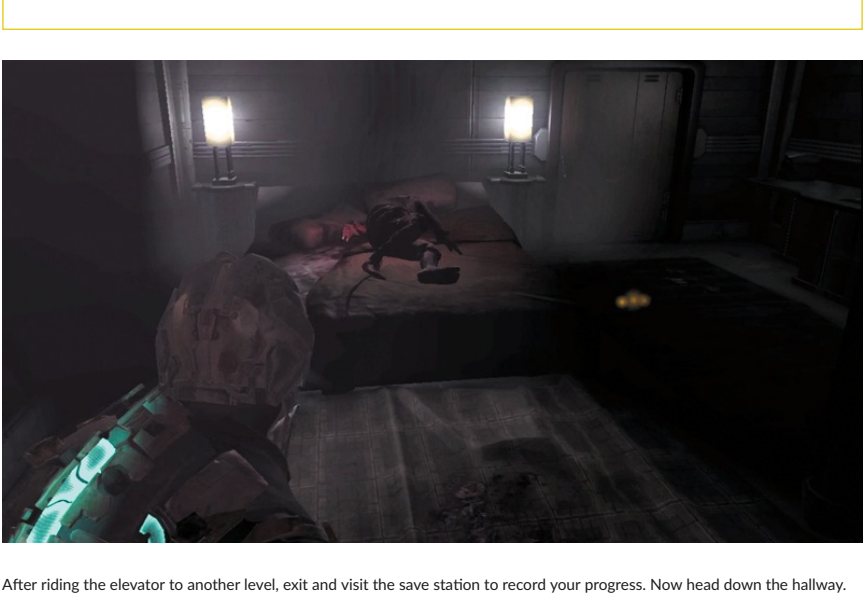
United Spacefaring Guild History series

TITAN STATION: CONQUERING A MOON, PART 1 of 2

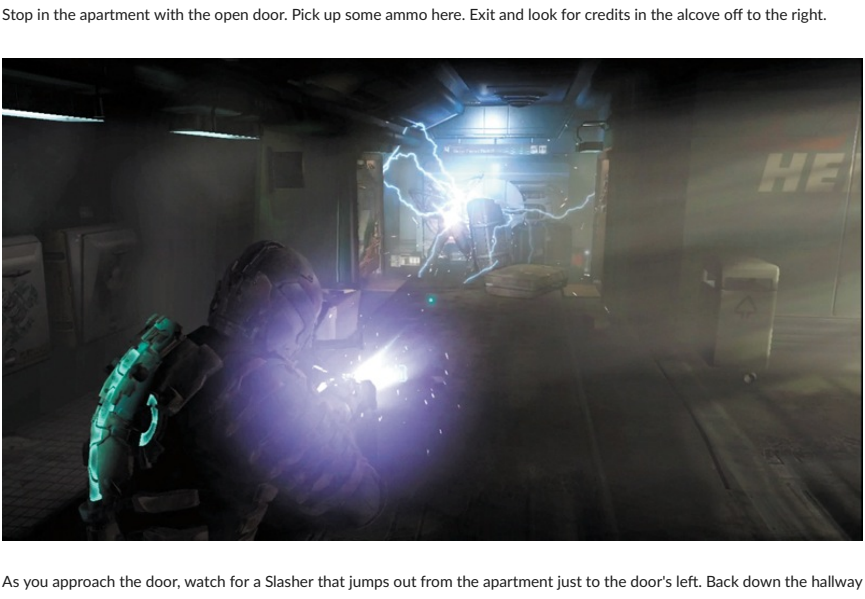
Planetcracking first became feasible in the decades following the discovery of the unified field theory, which allowed us to control the gravitron in the same manner we were accustomed to controlling the electron.

With the advent of large-scale applications of gravitron control, it became clear to the mining consortia they had a new tool at hand. Shockpoint drives were in their infancy, so extrasolar mining was out of the question—and the dangers of planetcracking were still unknown.

Saturn's moon Titan was selected as the site of the first "moon harvest," as it was known back then. Saturn was as far from Earth as the consortia were willing to work and still have reasonable access to timely supplies and support.

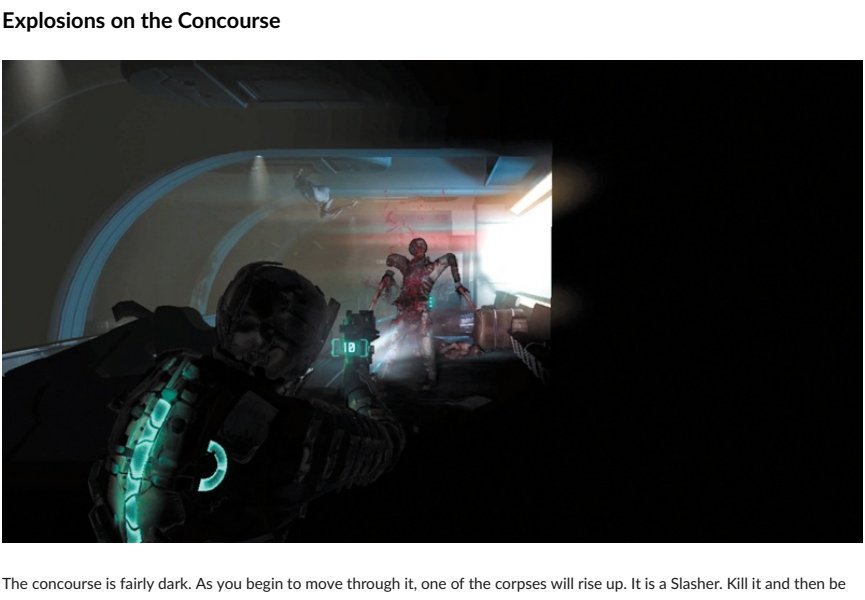


After riding the elevator to another level, exit and visit the save station to record your progress. Now head down the hallway. Stop in the apartment with the open door. Pick up some ammo here. Exit and look for credits in the alcove off to the right.



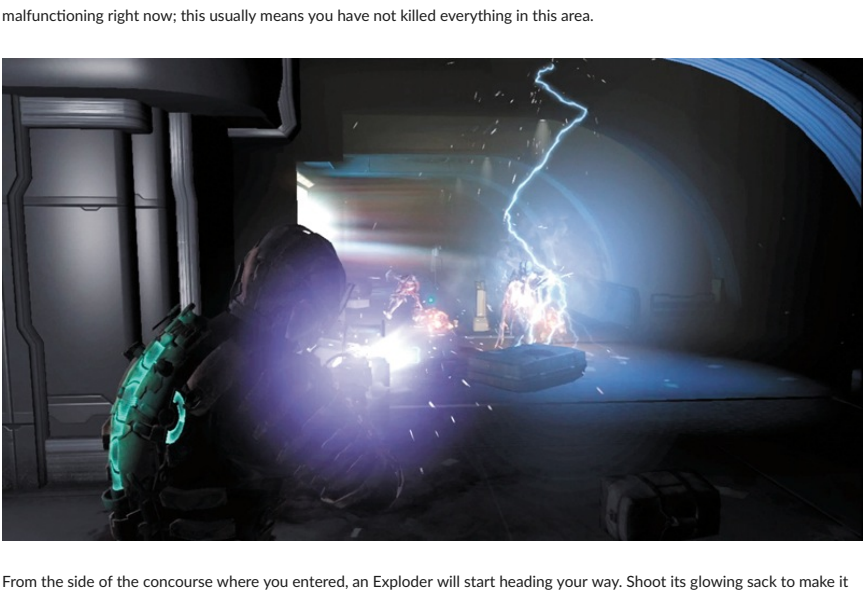
As you approach the door, watch for a Slasher that jumps out from the apartment just to the door's left. Back down the hallway to give you some space as you use your weapons to take it down. Finally, stomp on the container by the door before exiting to the concourse.

Explosions on the Concourse

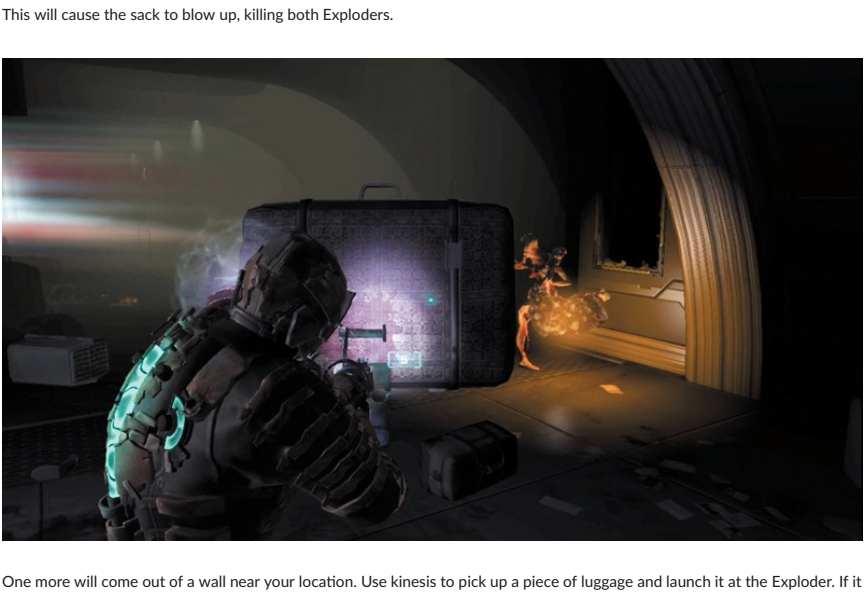


The concourse is fairly dark. As you begin to move through it, one of the corpses will rise up. It is a Slasher. Kill it and then be ready to deal with a Leaper that is also in this area.

Once they are both down, continue to the concourse's opposite end and pick up some ammo. The doorway out of here is malfunctioning right now; this usually means you have not killed everything in this area.



From the side of the concourse where you entered, an Exploder will start heading your way. Shoot its glowing sack to make it detonate and kill it. Two more will come from the same direction. Shoot the one in the lead with a javelin and then electrify it. This will cause the sack to blow up, killing both Exploders.



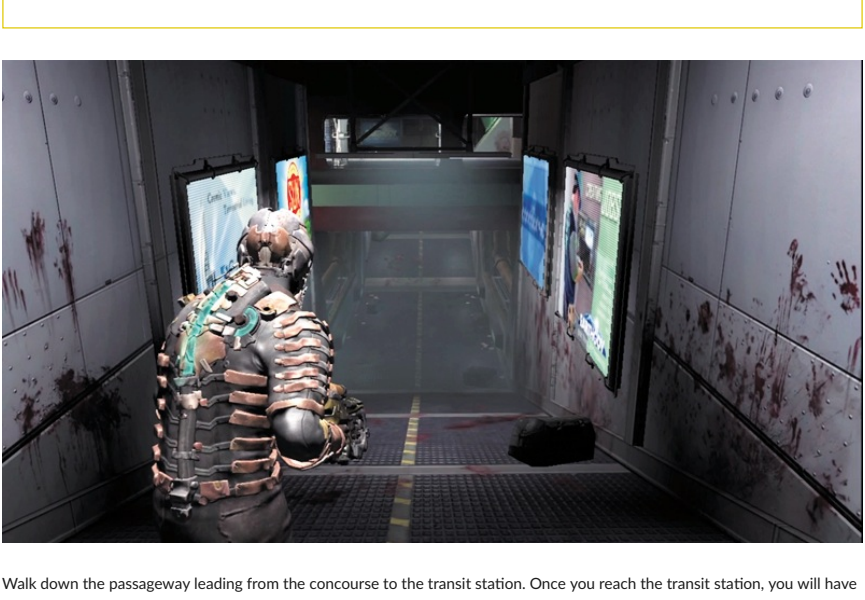
One more will come out of a wall near your location. Use kinesis to pick up a piece of luggage and launch it at the Exploder. If it hits the sack, good-bye Exploder. Grab any goodies these Necromorphs have left behind, and then head through the doorway leading to the transit station.

Isaac's Log

Exploders can cause a lot of damage. However, they are also very vulnerable. I liked to just shoot their sack at a distance to get rid of them. This is really great when there are other Necromorphs right next to the Exploder. I also found success with using kinesis to launch things at the sack.

When I was really feeling lucky, I used the plasma cutter to dismember the sack from the Exploder's body and then picked it up with kinesis. Next I would launch it at other Necromorphs for an explosive effect. Be careful not to let Exploders get too close to you.

They will try to blow themselves up to catch you in the blast. Even if you shoot the sack, you are close enough to take damage as well. If Exploders do get in close, hit them with stasis and then run away to engage them from a distance.

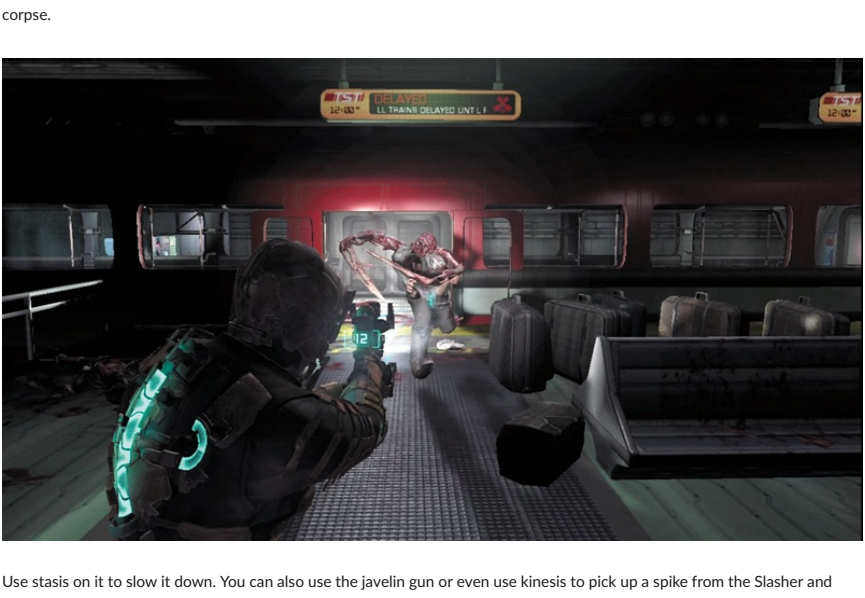


Walk down the passageway leading from the concourse to the transit station. Once you reach the transit station, you will have completed on objective and will get a new one to work on.

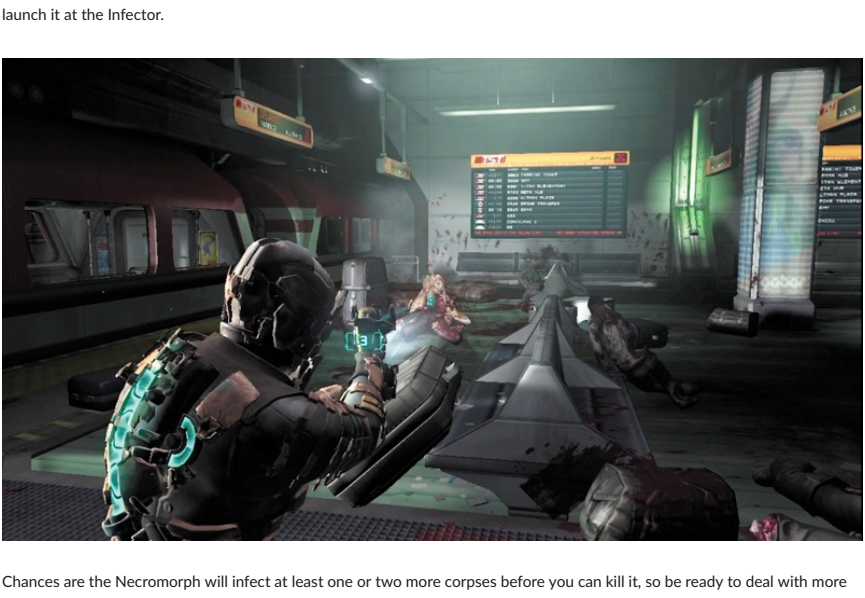
Repair the tram

In order to reach Daina, I need to repair the tram that is stuck at the transit station.

As you look at the tram car, you will see an Infector working on a corpse. When the Infector is done, a Slasher will come running toward you. Kill it as quickly as you can; then go after the Infector as it exits the tram and begins infecting another corpse.



Use stasis on it to slow it down. You can also use the javelin gun or even use kinesis to pick up a spike from the Slasher and launch it at the Infector.

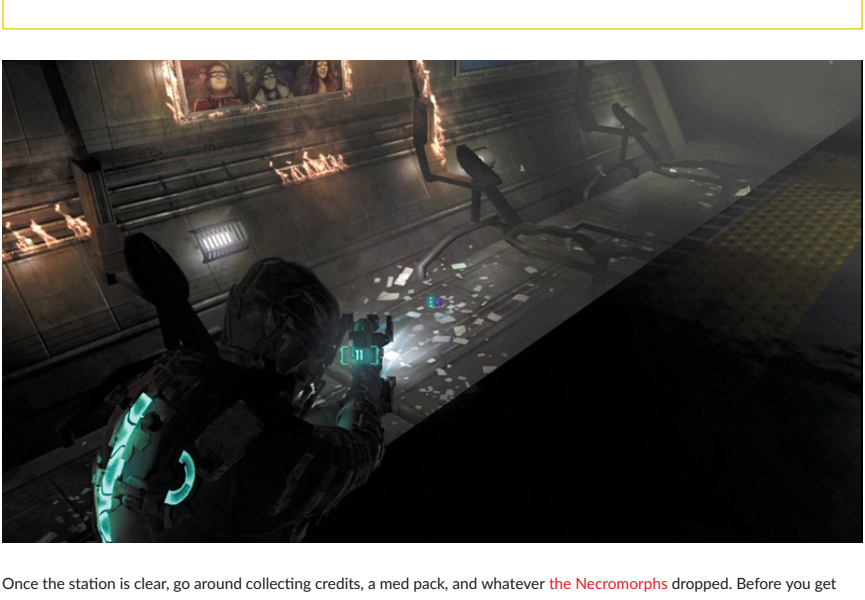


Chances are the Necromorph will infect at least one or two more corpses before you can kill it, so be ready to deal with more Slashers.

Isaac's Log

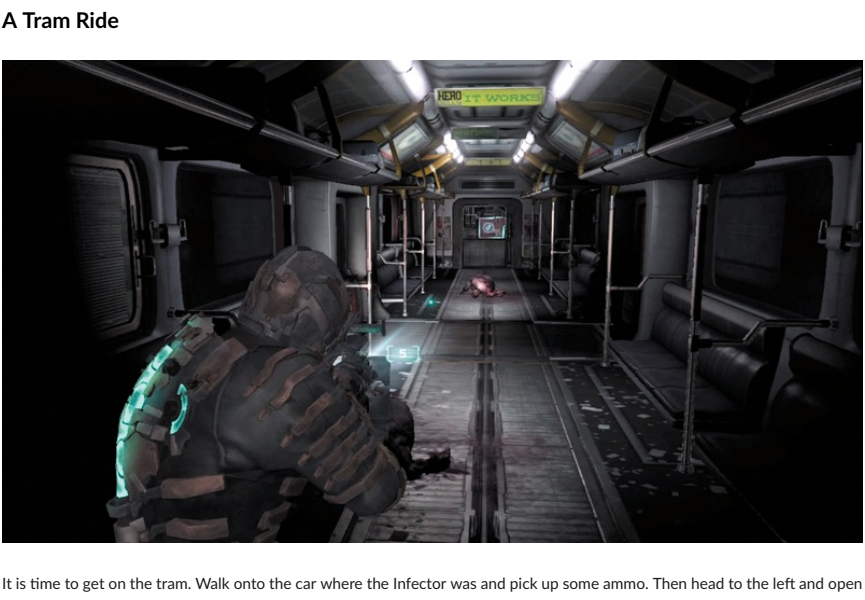
When I saw the Infector on the tram, I quickly ran around the station platform and stomped on as many corpses as I could. If a corpse is completely destroyed, the Infector can't transform it into a Necromorph.

Even if I just stomped off its legs, the Necromorph created would not have any legs and was much easier to kill since it moved slower and was already half dead. This not only made it easier to clear out this area, I also save ammo.

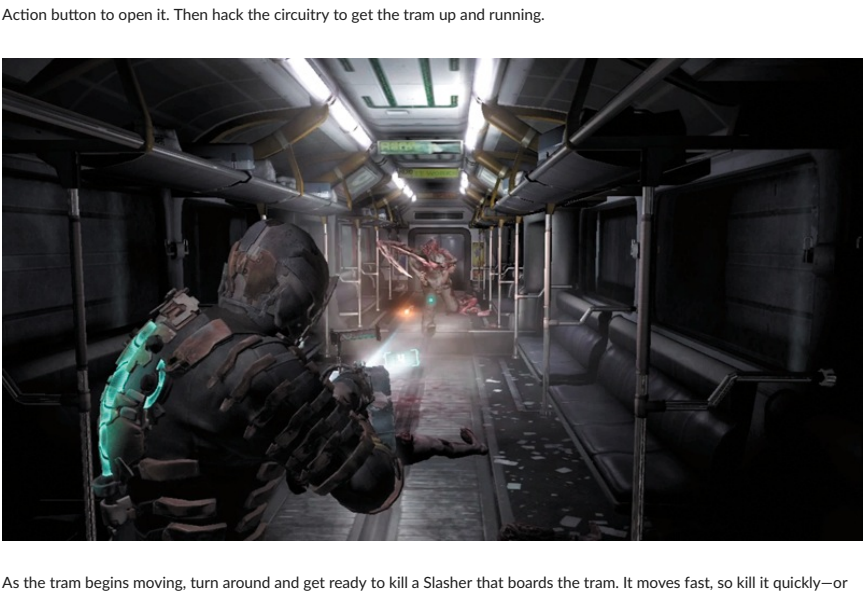


Once the station is clear, go around collecting credits, a med pack, and whatever the Necromorphs dropped. Before you get into the tram, check out the track on the opposite side from the tram. There you will see a purple light. Use kinesis to pull up a schematic for stasis packs. This is one schematic you definitely want, since it will allow you to purchase stasis packs at the store.

A Tram Ride



It is time to get on the tram. Walk onto the car where the Infector was and pick up some ammo. Then head to the left and open a door to move to the next car. At the end of this car is a panel. Walk to the panel. While standing next to the panel, press the Action button to open it. Then hack the circuitry to get the tram up and running.

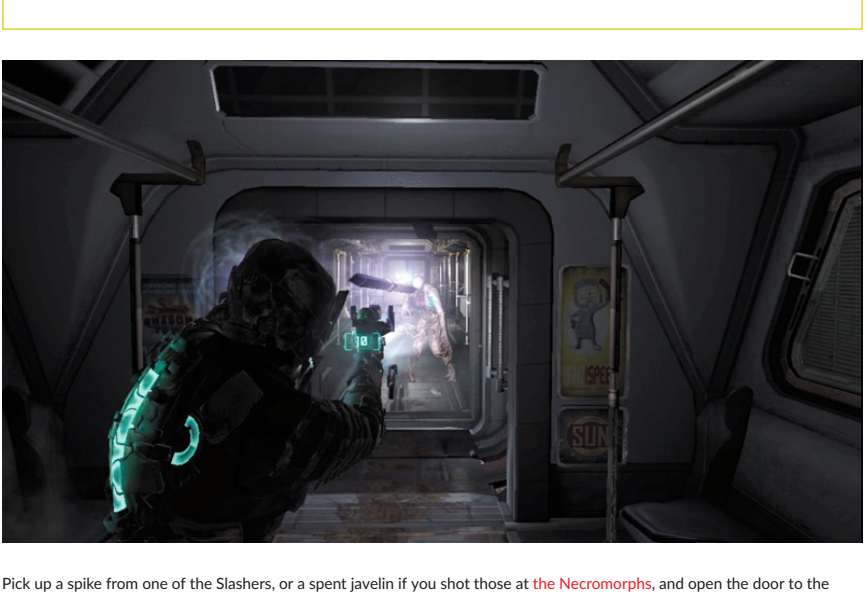


As the tram begins moving, turn around and get ready to kill a Slasher that boards the tram. It moves fast, so kill it quickly—or at least slow it with stasis or by shooting off its legs. Quickly move to the car's other end, since another Slasher and a Puker will drop in near the control panel you just hacked.

Hit the Puker with stasis and the take care of both Necromorphs before continuing on. You can also drop a timed mine from the line gun's alt-fire mode near the door of the tram as you move to the opposite end and the explosion will take out these two enemies.

Note

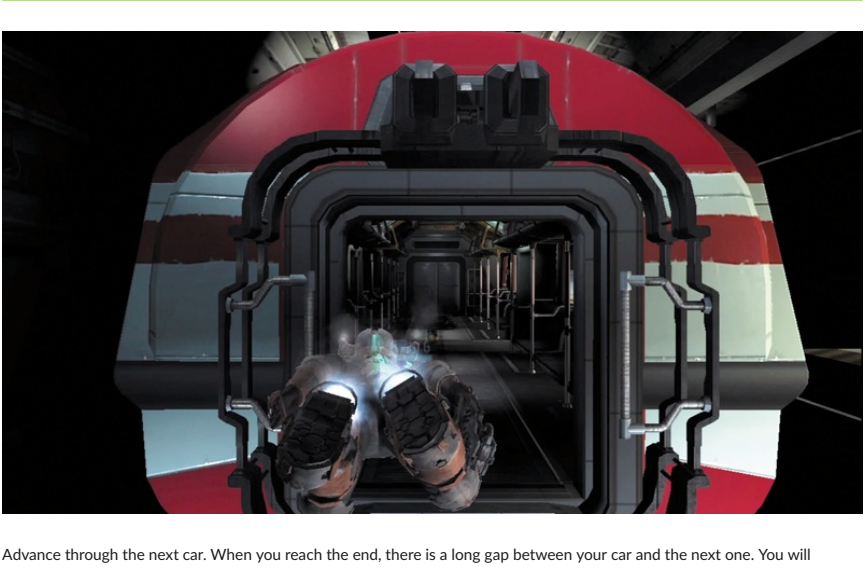
By hitting the poles on the tram car with a melee attack, you can knock them down and then pick them up with Kinesis to launch them at enemies.



Pick up a spike from one of the Slashers, or a spent javelin if you shot those at the Necromorphs, and open the door to the next car. Another Puker is waiting to attack. Launch the projectile and then back away to finish off the Puker.

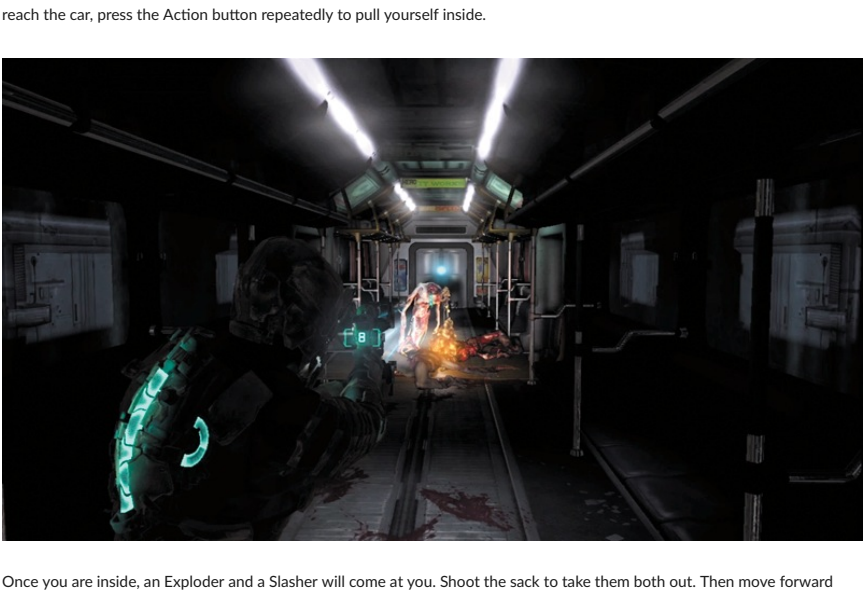
// Taste of Your Own Medicine

Use kinesis to pick up a spike from a Slasher's arm and launch it at another Slasher. Get a hit and you will earn the Taste of Your Own Medicine Achievement/Trophy.



Advance through the next car. When you reach the end, there is a long gap between your car and the next one. You will automatically launch yourself toward the next car and go flying through the air to reach it. You are still in control during this jump.

The doors on the tram car ahead of you will hurt you if they hit you when they break off. Dodge to the right when you see the door on the left start to break off, and then dodge to the left when you see the door on the right start to come off. As you reach the car, press the Action button repeatedly to pull yourself inside.



Once you are inside, an Exploder and a Slasher will come at you. Shoot the sack to take them both out. Then move forward since another Slasher will enter the car at the end where you were standing. Kill it using the blades from the Slasher if you can to conserve ammo.

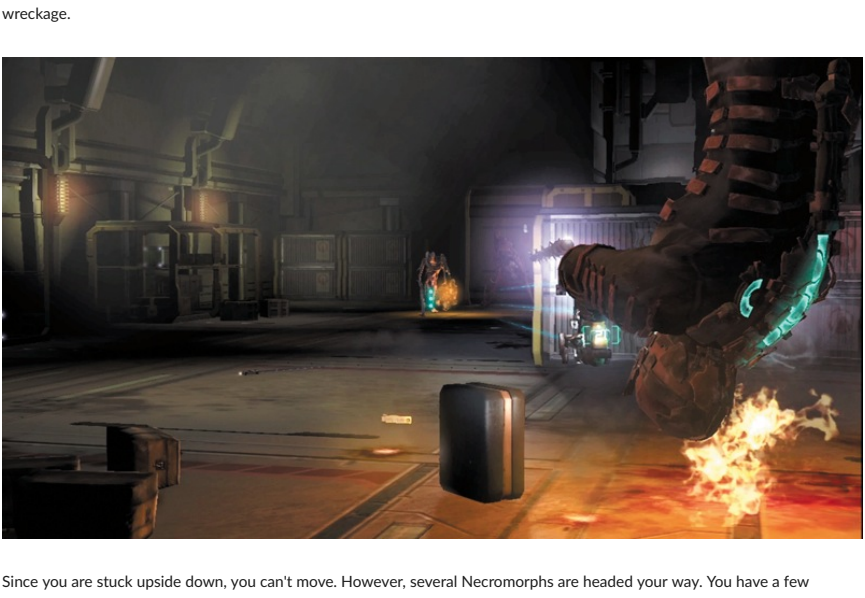
Isaac's Log

On the tram, I killed the first Slasher and then dismembered the Exploder so as not to detonate the sack, which I cut off from the body. As I ran past it, I picked up the sack with my kinesis and then launched it at the second Slasher, which blew up when the sack hit it.

// First Aid

As you take damage and have med packs, be sure to use them to restore your health by pressing the quick heal button. Once you have used quick heal ten times, you will earn the First Aid Achievement/Trophy.

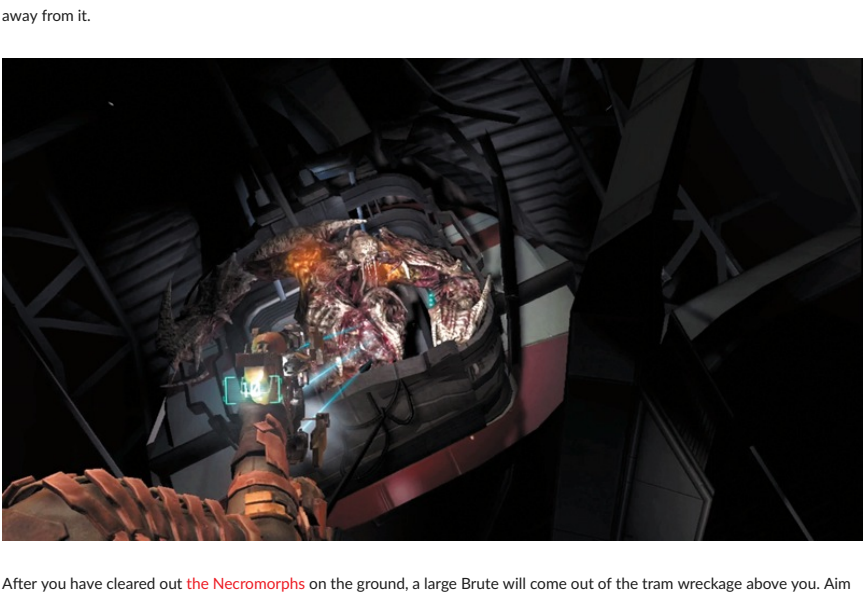
Head to the next car on the tram. As you do, the tram will begin to rapidly decelerate and you will slide through a few cars, right past Necromorphs. Don't worry about shooting them. You will slide past and end up hanging upside down from the tram wreckage.



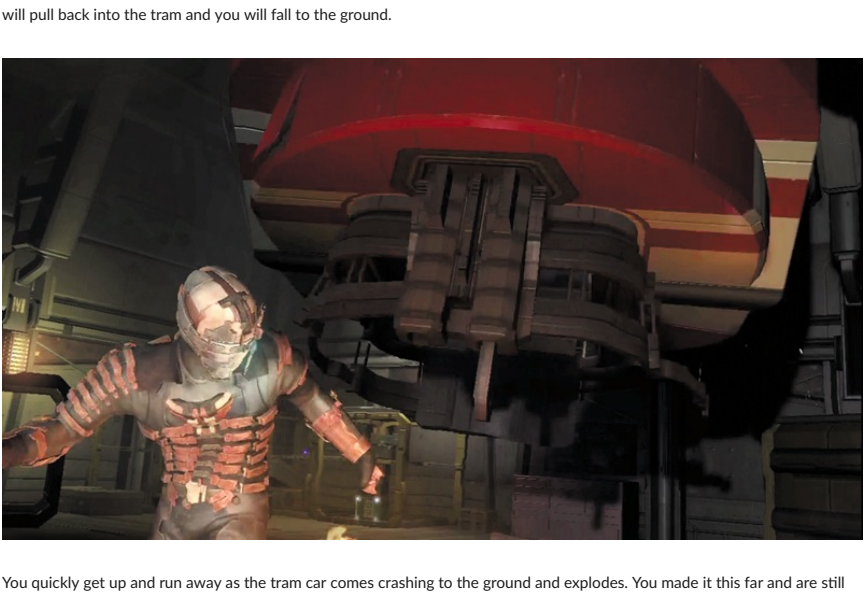
Since you are stuck upside down, you can't move. However, several Necromorphs are headed your way. You have a few precious seconds here so make sure to heal if you are not at full health and have a med pack. Reload all of your weapons.

Pick up any objects that dropped with you and then use kinesis to pick up some spikes on the floor and launch them at the Necromorphs. There are several Slashers and an Exploder. Take out the Exploder from a distance, and then get ready for the Slashers to come at you.

Use the line gun to take out their legs quickly so you can slow them down and then finish them off. Be sure to use stasis if you start to get surrounded by enemies and be sure to hit the Exploder with stasis if it starts to get too close since you can't run away from it.



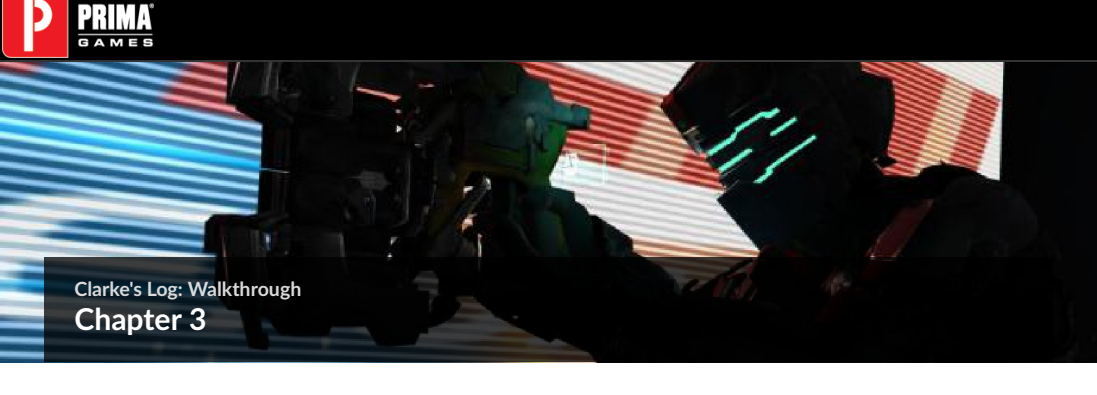
After you have cleared out the Necromorphs on the ground, a large Brute will come out of the tram wreckage above you. Aim at the yellow infected areas near its shoulders. Use stasis to slow down its attacks. Once you have shot off one of its arms, it will pull back into the tram and you will fall to the ground.



You quickly get up and run away as the tram car comes crashing to the ground and explodes. You made it this far and are still alive. However, there is more danger ahead.

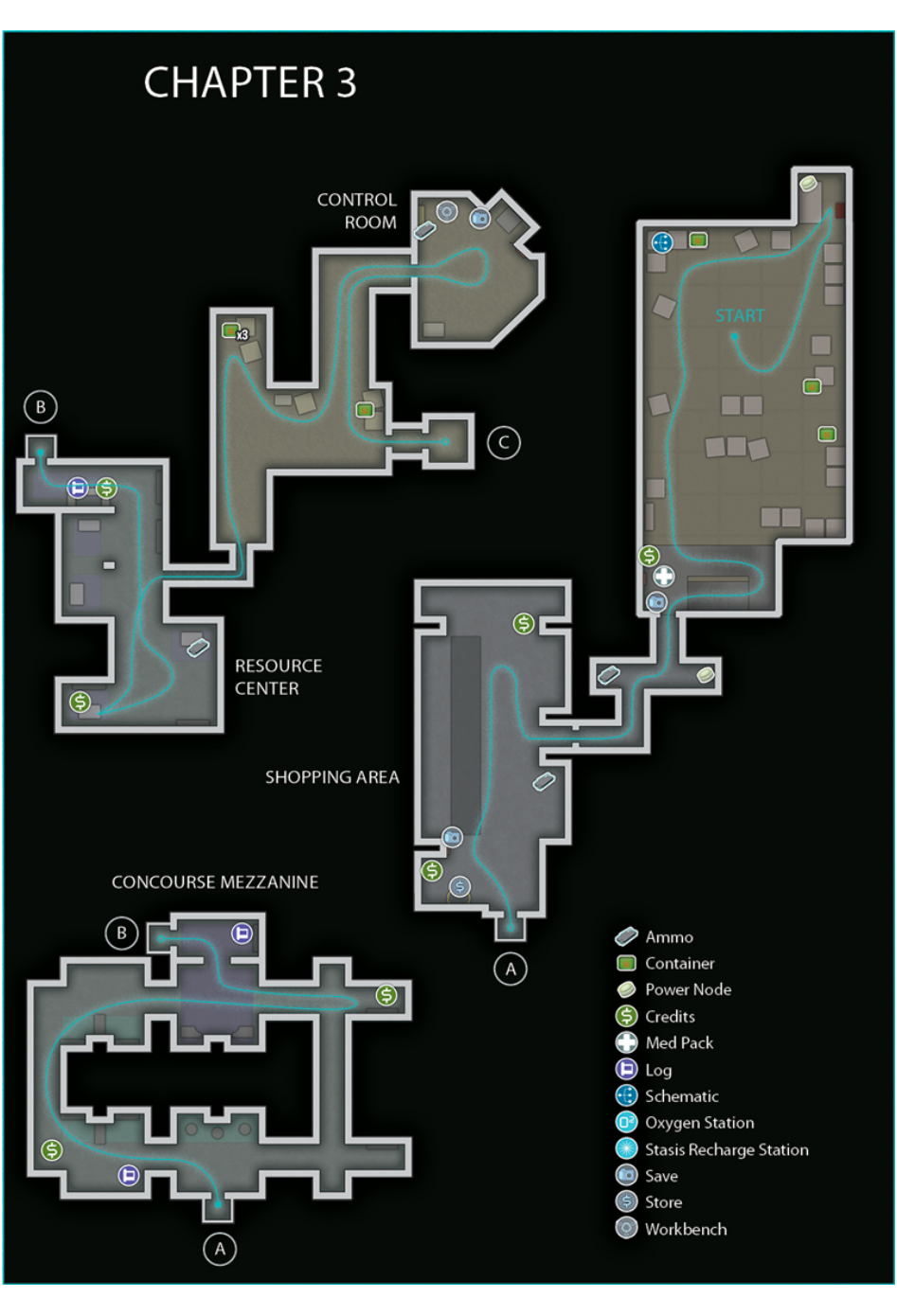
// Derailed

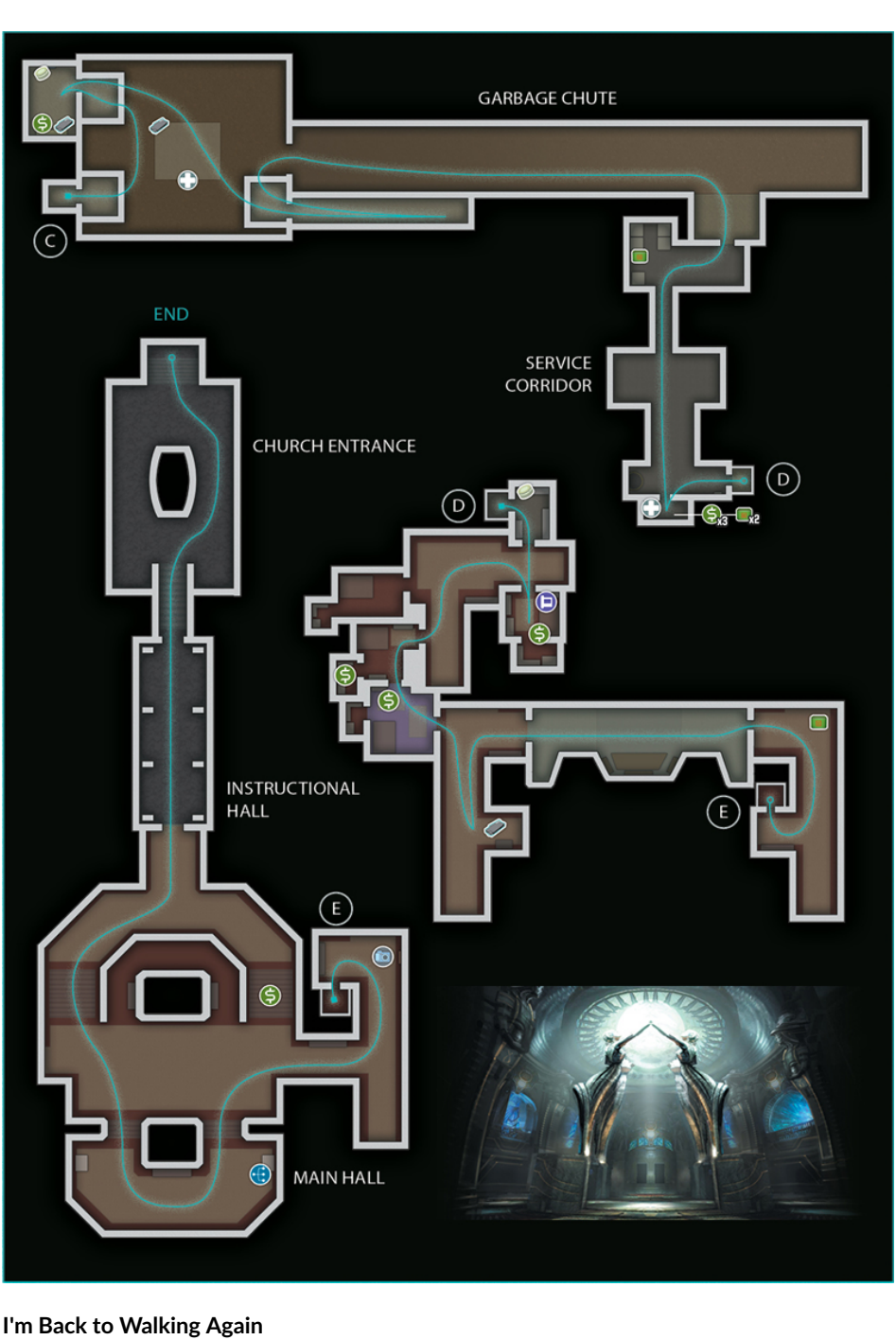
All you have to do to earn the Derailed Achievement/Trophy is survive the tram ride.



Clarke's Log: Walkthrough

Chapter 3

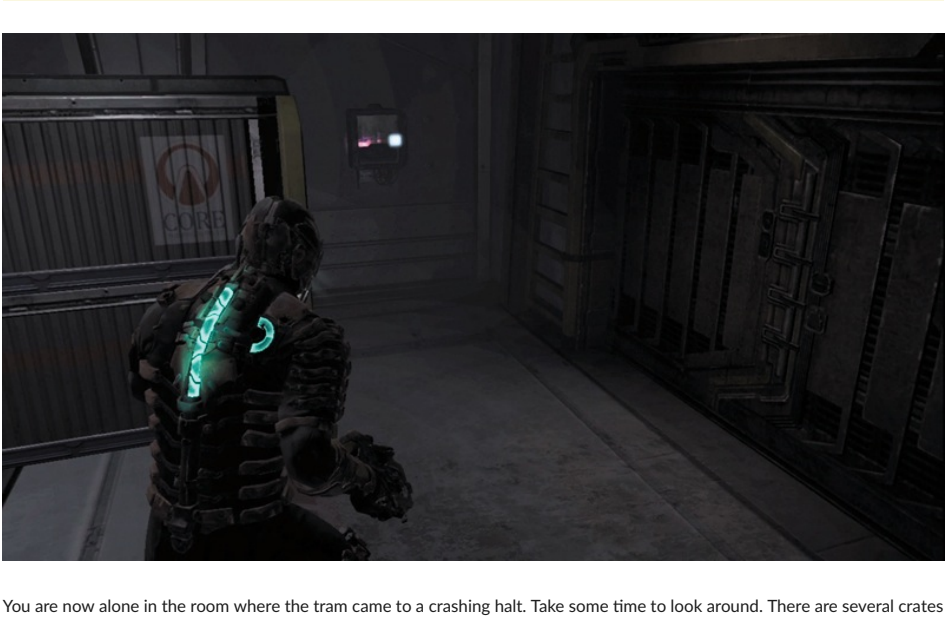




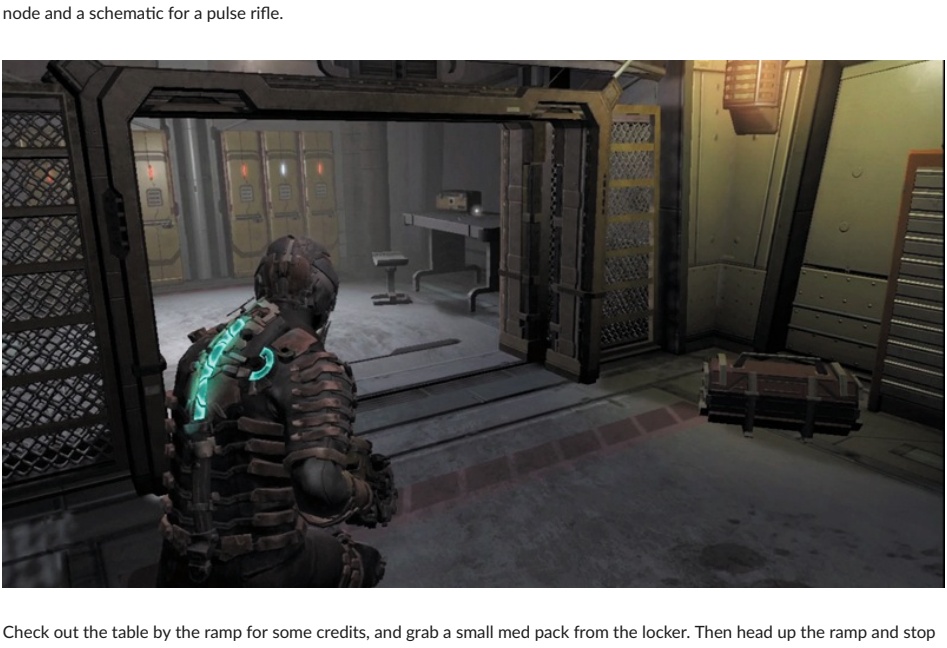
I'm Back to Walking Again

Get to the Cassini Residential Sector

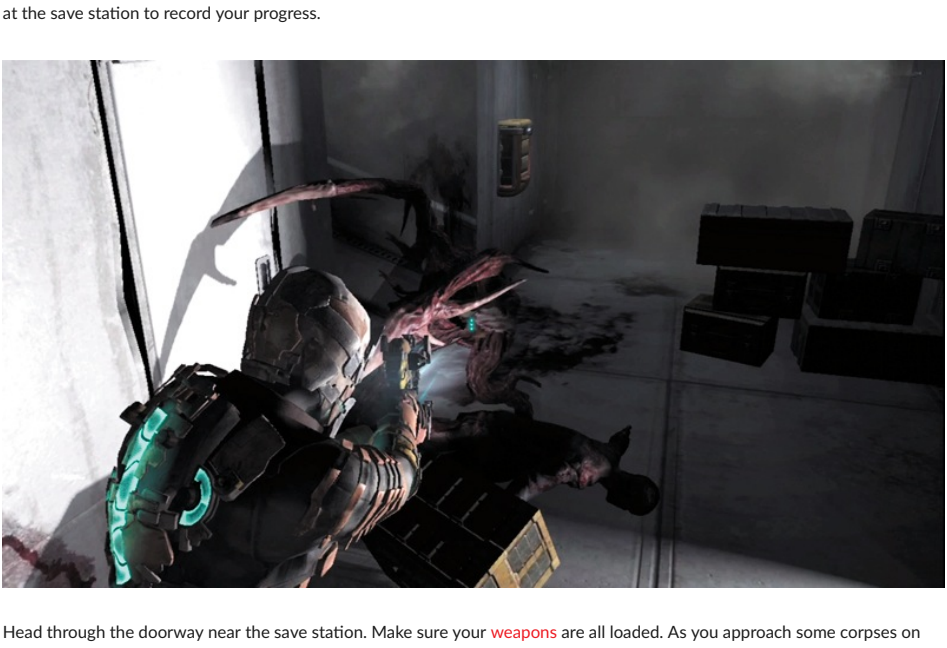
I'm lucky to be alive, but for how long? That tram crash put me close to Daina's location, but I'll have to make it the rest of the way on foot. I just worry that this dementia will get to me first.



You are now alone in the room where the tram came to a crashing halt. Take some time to look around. There are several crates you can pull off of shelves with kinesis. Drop them on the ground and stomp on them to get what it inside. Pick up a power node and a schematic for a pulse rifle.

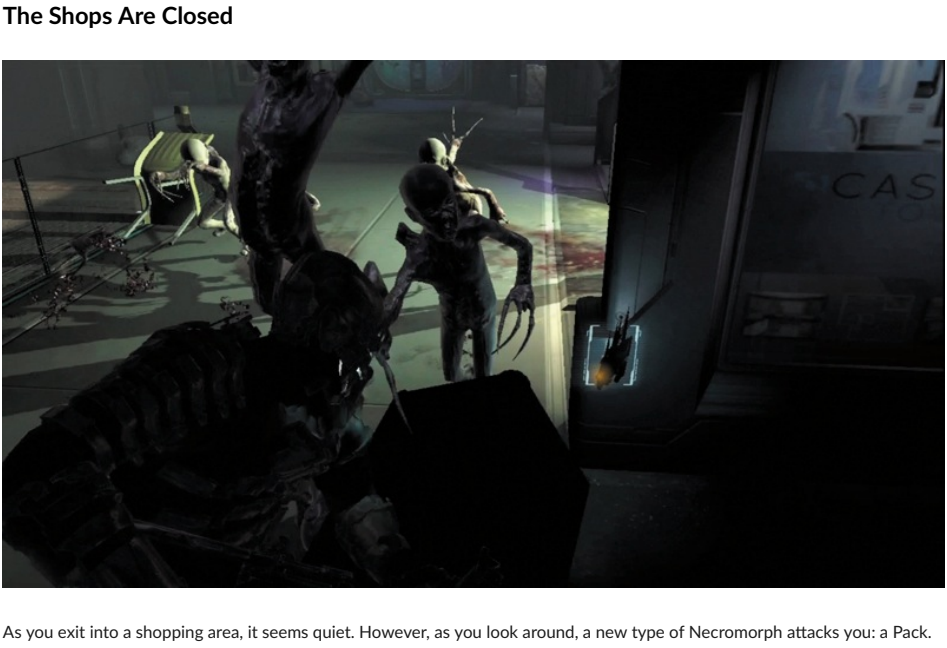


Check out the table by the ramp for some credits, and grab a small med pack from the locker. Then head up the ramp and stop at the save station to record your progress.



Head through the doorway near the save station. Make sure your weapons are all loaded. As you approach some corpses on the ground, one will rise up. The Slasher attacks you at close range, so try to shoot it as you back away; this will make it pause, giving you a chance to finish it off. Pick up a power node from a circuit box on the wall and grab some ammo from a locker, then follow the corridor to another door. Enter the next area.

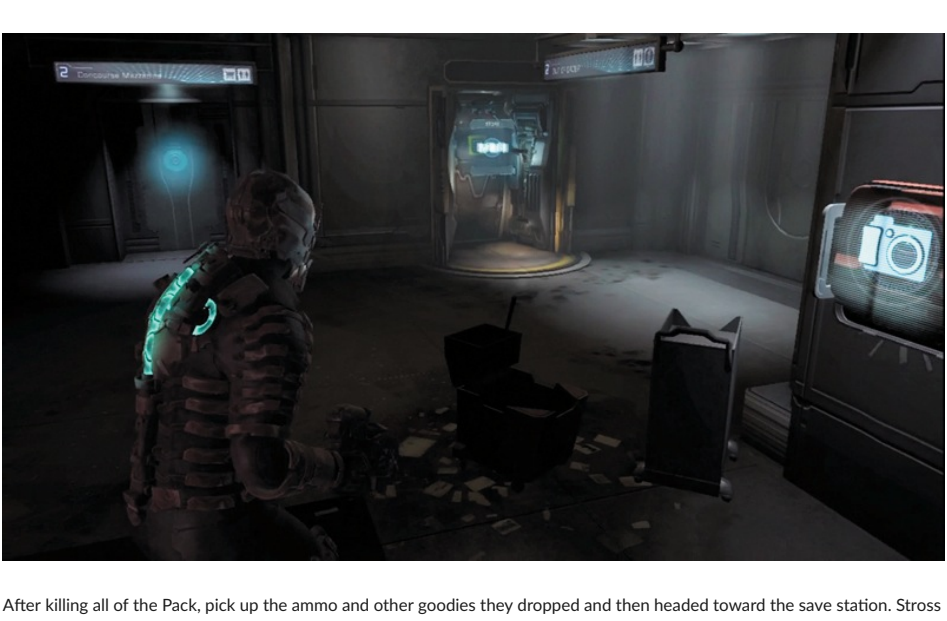
The Shops Are Closed



As you exit into a shopping area, it seems quiet. However, as you look around, a new type of Necromorph attacks you: a Pack. These are easy to kill on their own. However, they come at you in a horde. Use the line gun to slide through several of them with a single shot. You can also use the javelin gun, electrifying the javelin after firing it into the middle of the group. Melee attack any that get in close, and try to back away from them as you are firing to give you some space and time.

Isaac's Log

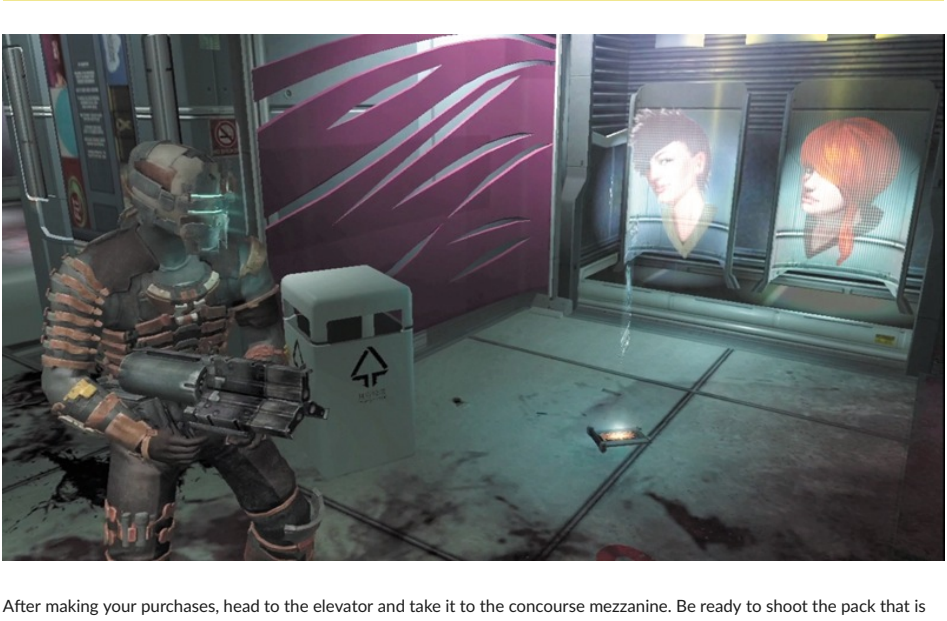
The Pack are a threat because they usually come at you in groups. If I could get them coming at me one at a time, I could just smack it with a melee attack. One hit would put it down. However, I usually used a line gun since its wide beam could take out several with a single shot. When I had to rely on a plasma cutter, I just shot for the body or head. Packs take only one shot to kill, so I didn't worry about dismembering them. Another good tactic is to use the rails of the moving walkway to corral them. I ran down the length of it to get a line of Pack following me. Then I hit the one in the lead with stasis and shot it with the javelin gun. As it flew past the rest in slow motion, I used the alt-fire to electrocute all of the Pack behind the lead one.



After killing all of the Pack, pick up the ammo and other goodies they dropped and then headed toward the save station. Stross contacts you, so listen to what he says. After recording your progress, stop at the store to insert the schematics, which gives you access to new items. Purchase the pulse rifle so you now have four different weapons.

Isaac's Log

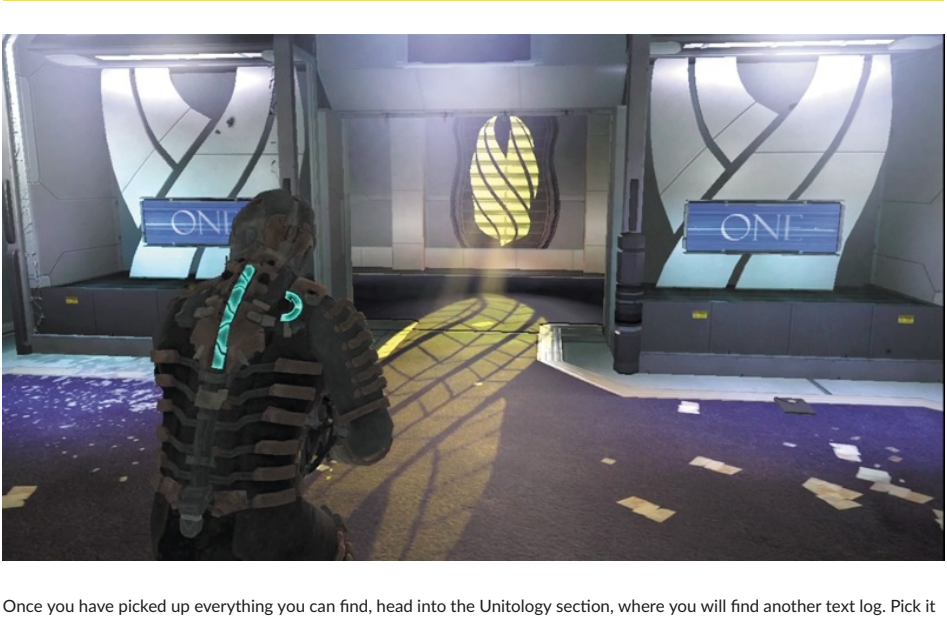
The pulse rifle is the same one used by the soldiers. I found it to be useful in dealing with smaller Necromorphs. If I held down the Fire button while aiming, the rifle would fire continuously; the target then took many hits in a short amount of time. For some extra damage, the alternate-fire ability lets you shoot a grenade. This is a great thing for causing damage to several enemies at once and would have been helpful when I was taking out those Packs. The grenade takes up 25 rounds of ammo for each shot, so be careful using it when you're low on ammo.



After making your purchases, head to the elevator and take it to the concourse mezzanine. Be ready to shoot the pack that is running away from you to get an item. Look around to find a text log and some credits.

Isaac's Log

There were some pickups on the lower level. Since I could not get down there, I use melee attack to break away the glass partitions so I could use Kinesis to pull them up to me.



Once you have picked up everything you can find, head into the Unitology section, where you will find another text log. Pick it up and then move over to the elevator. It is not working, so open the panel next to it and do some hacking. This will repair the elevator so you can now use it to reach the Unitology Resource Center.

// Lightspeed de Milo

In the concourse, you will see a large statue of a blue Lightspeed Boy. Use the plasma cutter to take off his arms and you will earn the Lightspeed de Milo Achievement/Trophy.

// Text Log: Titan Part 2

United Spacefaring Guild History series

TITAN STATION: CONQUERING A MOON, PART 2 of 2

A large colony was established on Titan to study the moon's every seismic detail and prepare it for disassembly. As the operation got under way, the orbital platforms that assisted with the work became the prototypes for the planetcrackers that would soon follow.

Titan was successfully "cracked" and harvested, only slightly behind schedule. It was a major boost for the then-beleaguered population on Earth, who believed their extinction from lack of resources was imminent.

Titan's harvest was halted before the entire moon was dissembled, leaving the small shard where the original colony had started. From here, the station grew in leaps and bounds as the new era of planetcracking got under way, serving as a critical research outpost, and with the advent of shockpoint drives, as a way station for all planetcracking missions going forward.

It is now whimsically known as the Sprawl, for having done just that over the many years of its operation.

// Text Log: Altman's Footsteps

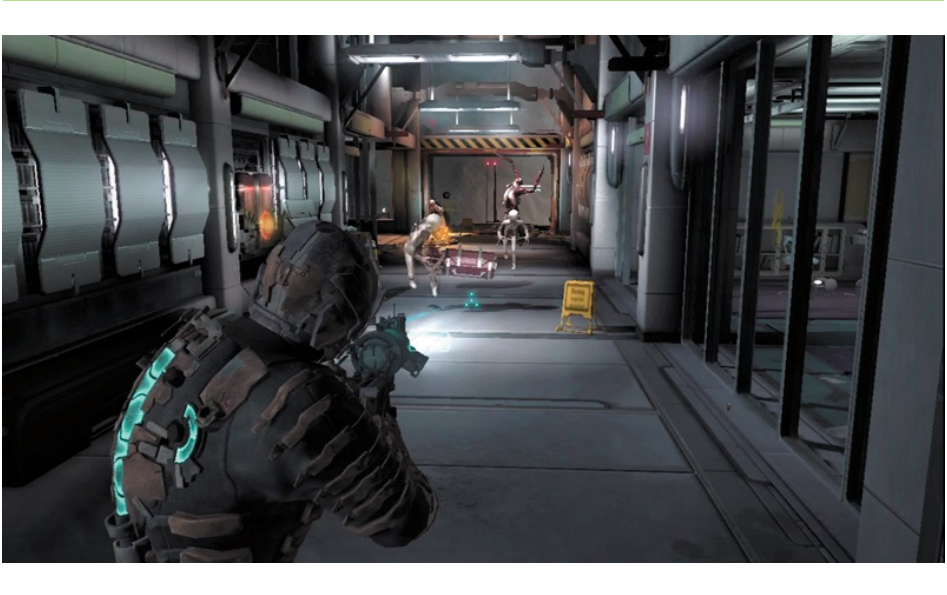
A publication for the followers of Michael Altman

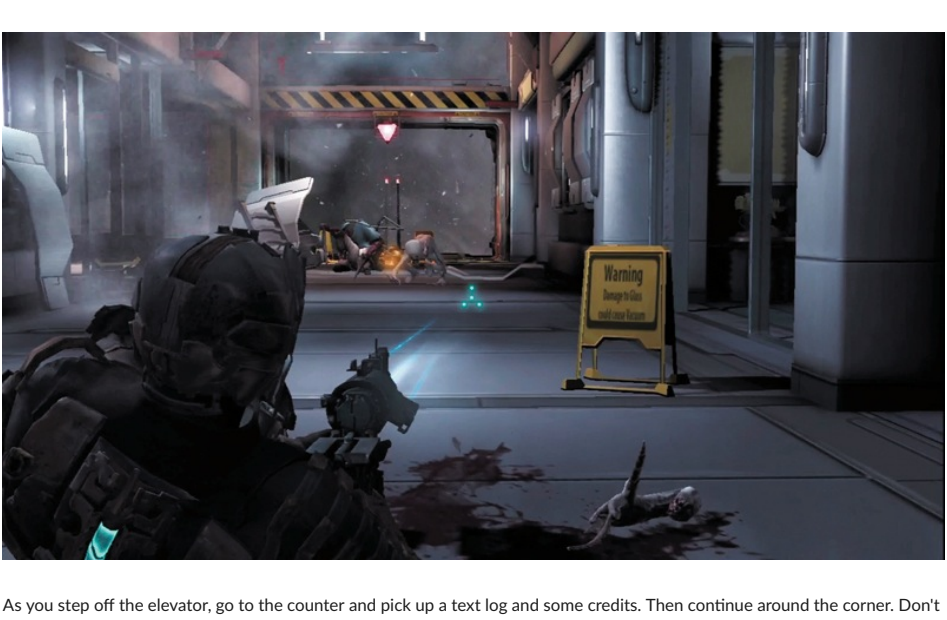
We, the children of the Marker, grow tired of the oppressive, thinly veiled attacks from EarthGov on our rights to worship as we please.

Reduced hours of operation for the Church, fire marshal restrictions on the size of revival events, permits needed to distribute literature—these are all poorly concealed attempts to quash the Truth.

OUR TRUTH.

And they will not succeed. The blasphemous, shortsighted, reckless, destructive, and hopeless path that EarthGov has us on is a dead end—one that only Unitology has the answer to. Altman has foreseen it, and we are blessed to execute it. Prepare yourselves, brothers and sisters, Convergence is nigh.

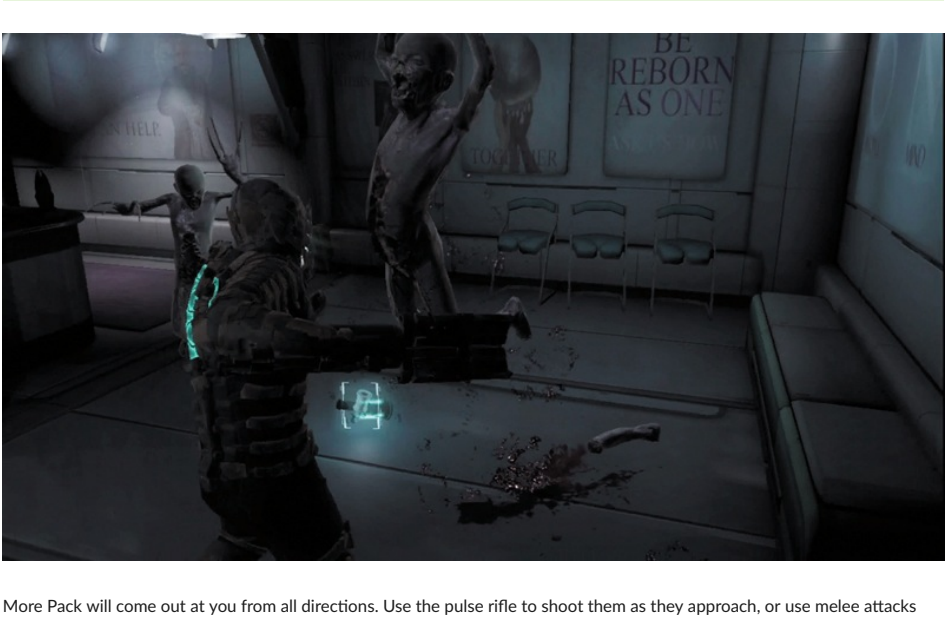




As you step off the elevator, go to the counter and pick up a text log and some credits. Then continue around the corner. Don't go too far, since you have several Necromorphs headed in your direction—two Packs, a Slasher, and an Exploder. While you could take them all out individually, you can also back up until you are against the wall, then shoot at the glass behind them to cause a breach. As the area decompresses, the Necromorphs will be sucked out into space. By backing up against the wall, you give yourself the maximum amount of time to shoot the lockdown switch at the top to stop the decompression. Reload your weapons as a second wave of enemies are on the way.

// Vacuum Cleaner

If you can decompress a total of 20 Necromorphs without getting sucked out yourself, you will earn the Vacuum Cleaner Achievement/Trophy. This area right here will let you get four for a good start.



More Pack will come out at you from all directions. Use the pulse rifle to shoot them as they approach, or use melee attacks when they get in close. Once they are all dead, search the area for credits and ammo, then open the access hatch and crawl through the tunnel to reach the next area.

// Text Log: Recruiting

Titan Station Church of Unitology

Recruiting Report: Perry Gibeaux

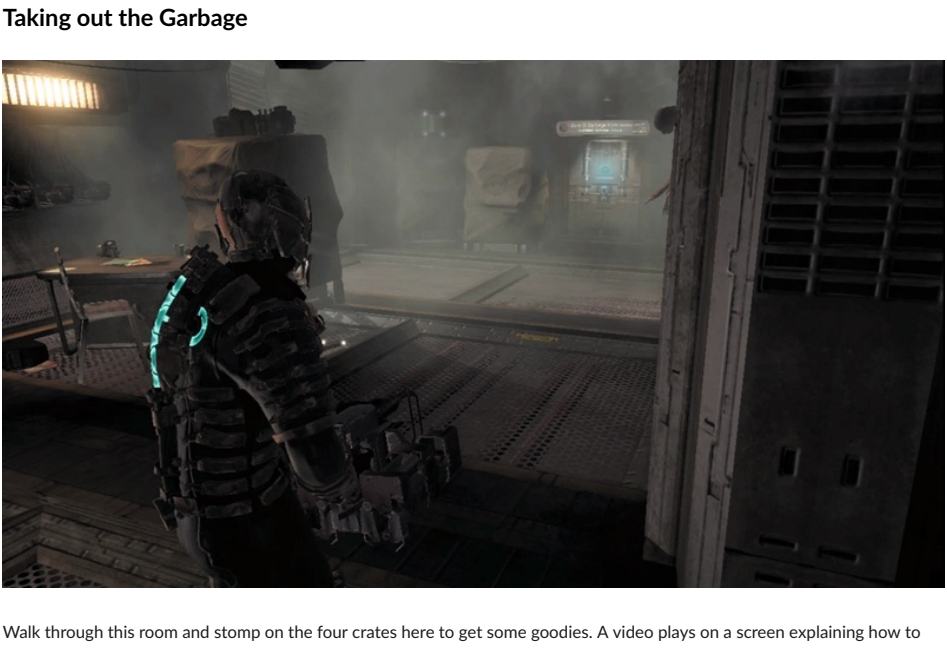
Vested Member

Tithe status: Fully paid

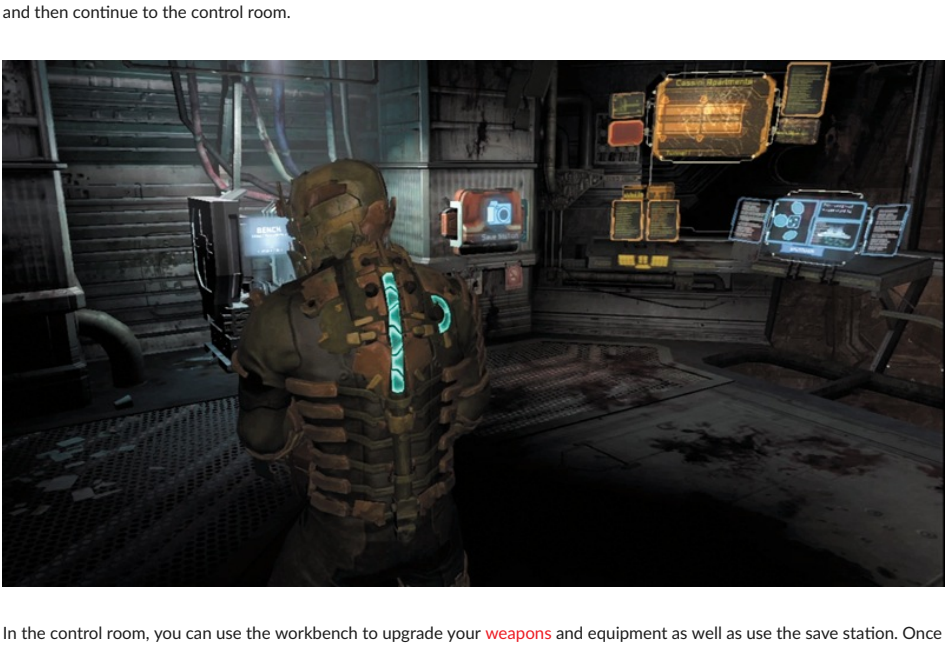
Recruiting has slowed markedly in the last few weeks. This is surely due to EarthGov's recent slander campaign, painting us as carpetbaggers and insurrectionists in the press. Regents from the churches at Venus WayPort and the Heliopause Observer are shocking in later this week to strategize a response. Expect additional budget to be allocated to public relations and media to combat this trend. Also, the CEC layoffs continue to negatively affect recruiting targets; we're down almost 30 percent year on year.

Gibeaux out

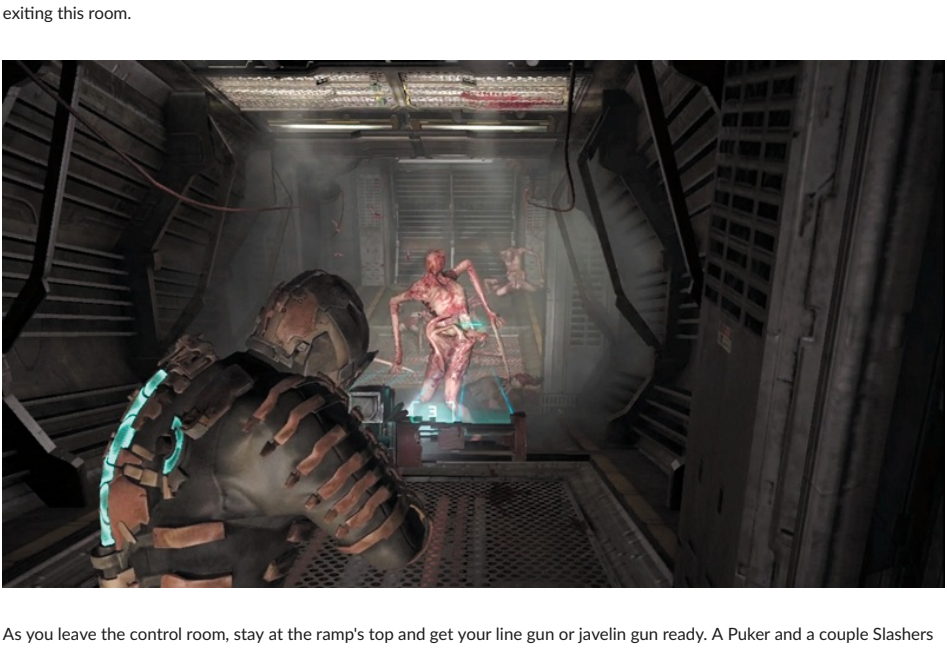
Taking out the Garbage



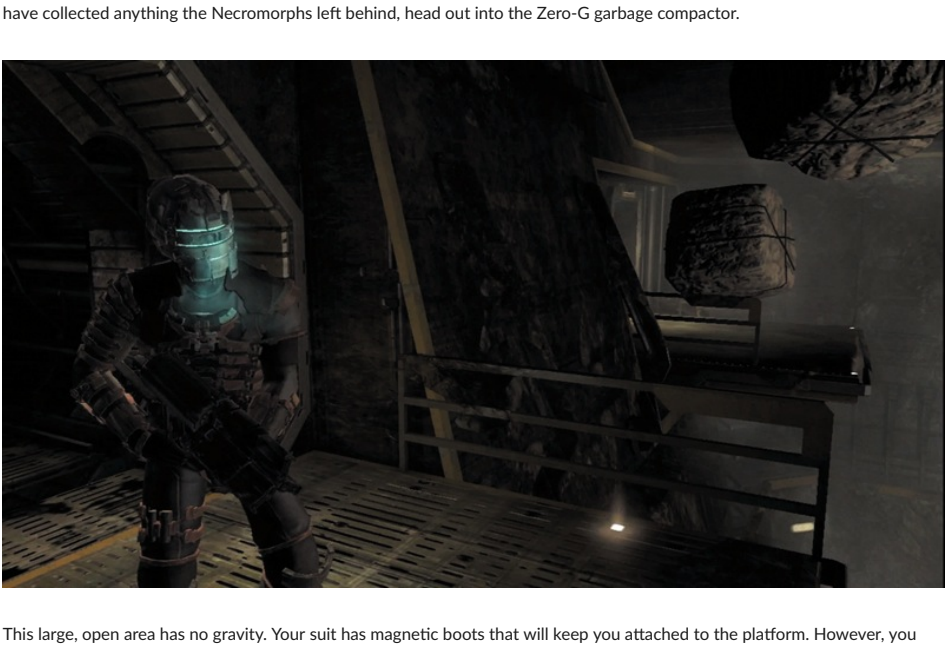
Walk through this room and stomp on the four crates here to get some goodies. A video plays on a screen explaining how to use kinesis to pull off spikes from Slashers and launch them as weapons. If you have not done this already, practice on a corpse and then continue to the control room.



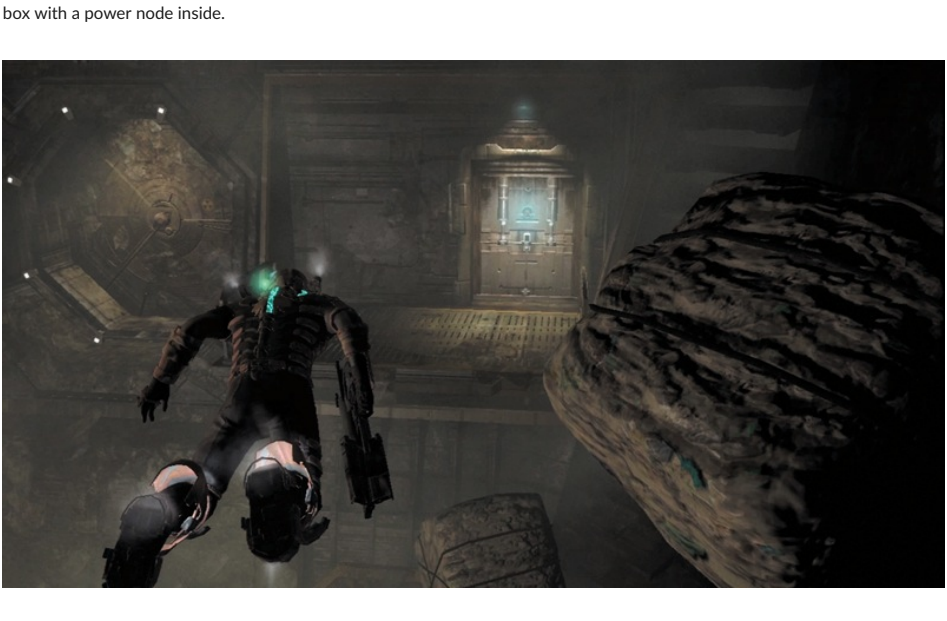
In the control room, you can use the workbench to upgrade your weapons and equipment as well as use the save station. Once you are done with these, walk over to the blue console and shut down the garbage compactor. Then search the locker before exiting this room.

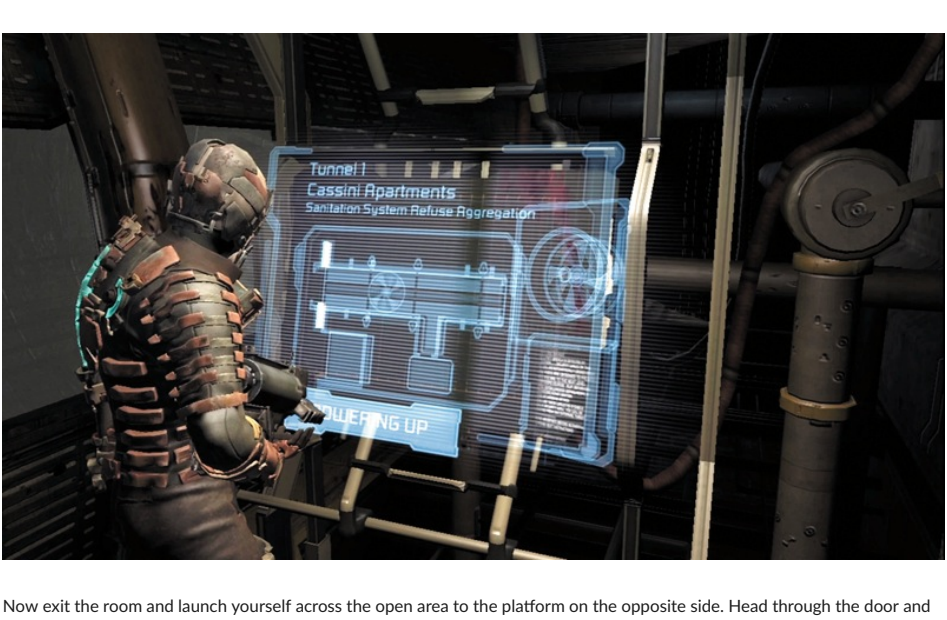


As you leave the control room, stay at the ramp's top and get your line gun or javelin gun ready. A Puker and a couple Slashers will come toward you, and both of these weapons are great for damaging several enemies in a small area. There is also an Exploder, so be ready to hit it with stasis and dismember it, since you don't want its sack detonating so close to you. Once you have collected anything the Necromorphs left behind, head out into the Zero-G garbage compactor.

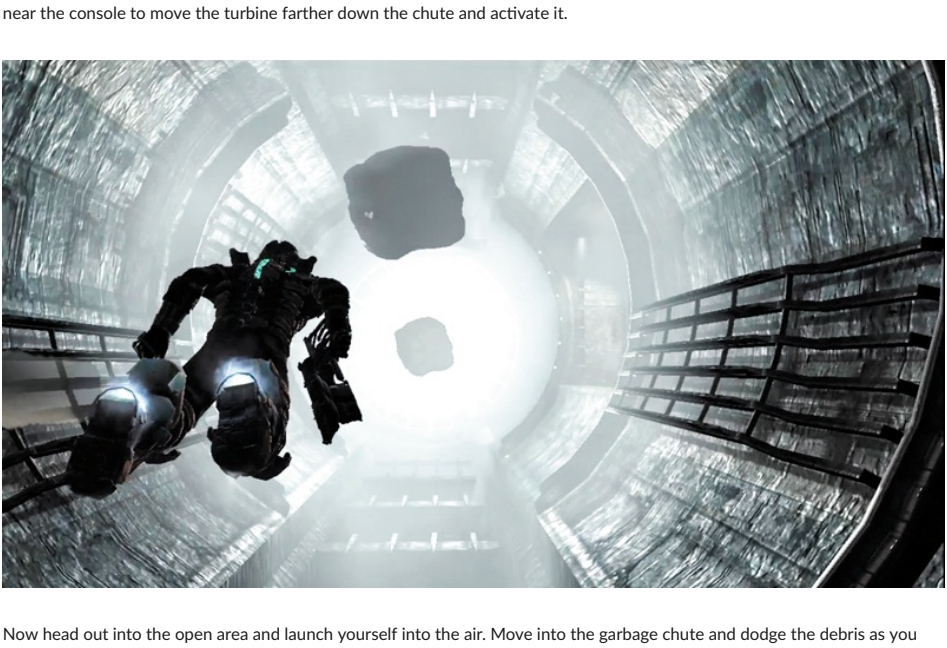


This large, open area has no gravity. Your suit has magnetic boots that will keep you attached to the platform. However, you can press the Zero-G Launch button to launch yourself into open space. Head to the platform to the left that is located under the control room. Press the Zero-G Launch button to reengage your boots. Enter the room to find some lockers and a circuit box with a power node inside.





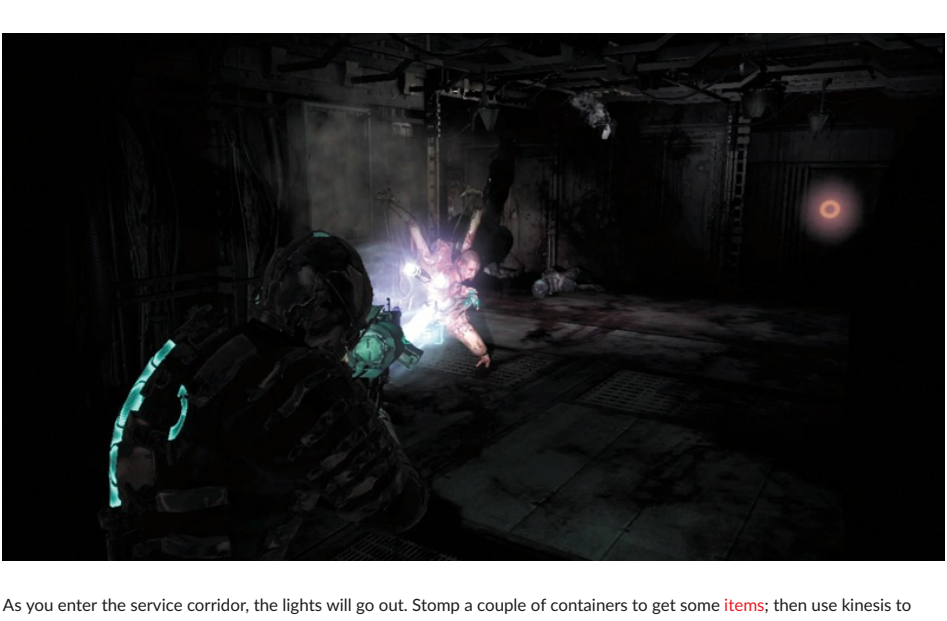
Now exit the room and launch yourself across the open area to the platform on the opposite side. Head through the door and continue to the console at this room's far end. This controls the turbine in the garbage chute. Press the Action button while near the console to move the turbine farther down the chute and activate it.



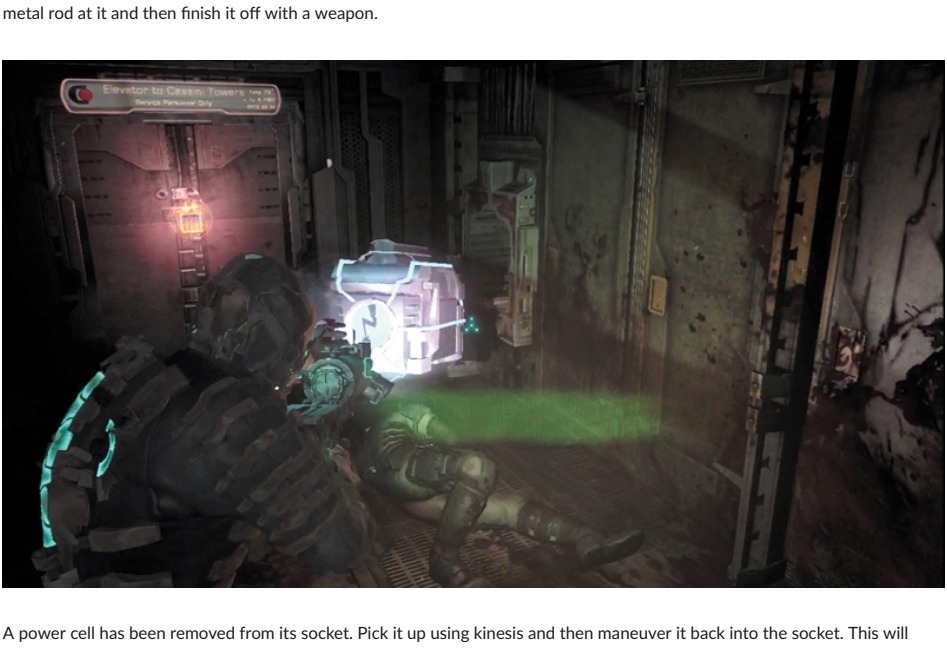
Now head out into the open area and launch yourself into the air. Move into the garbage chute and dodge the debris as you travel through the chute. Press the Run button to fire thrusters in your boots, allowing you to move against the flow of air. Press the Alt-Fire button to orient yourself toward the ground. As you approach a platform on the right, move over to it. Press the Zero-G Launch button to magnetize your boots so you can stand on the platform. Now move through the doorway into the Cassini Towers Infrastructure.

// One Small Step

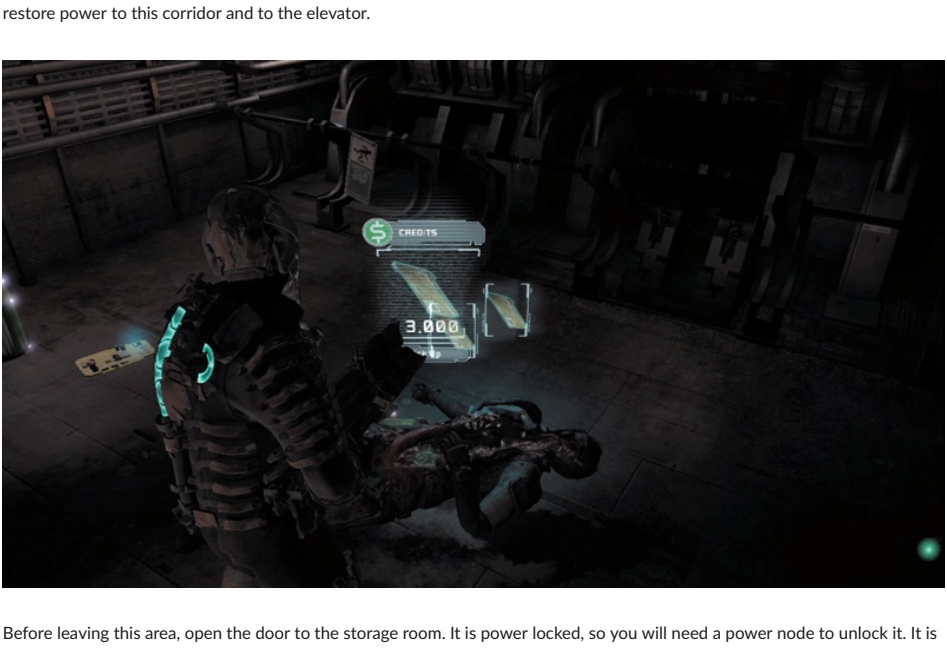
The One Small Step Achievement/Trophy is awarded for getting through the first Zero-G area. As soon as you land on the platform inside the garbage chute, this award is yours.



As you enter the service corridor, the lights will go out. Stomp a couple of containers to get some items; then use kinesis to pick up a metal rod and carry it. When you get near the corridor's opposite end, a Slasher will jump out at you. Launch the metal rod at it and then finish it off with a weapon.



A power cell has been removed from its socket. Pick it up using kinesis and then maneuver it back into the socket. This will restore power to this corridor and to the elevator.

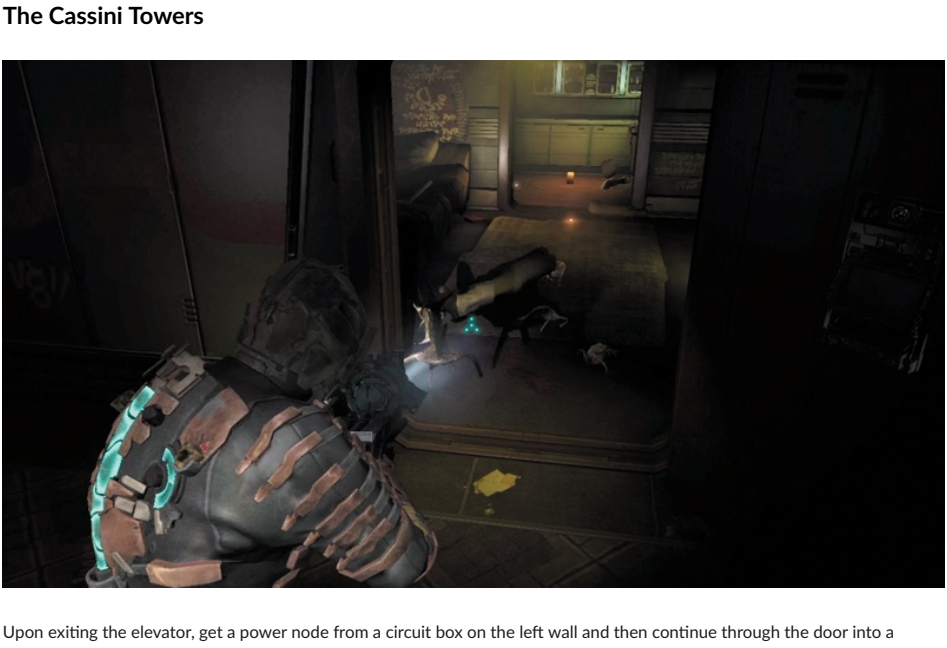


Before leaving this area, open the door to the storage room. It is power locked, so you will need a power node to unlock it. It is definitely worth it—inside are lots of credits, containers, a medium med pack, and a semiconductor. After you grab everything, head to the elevator, which will take you to the Cassini Towers.

Isaac's Log

I discovered that with four different weapons on me, I had to keep switching them. Since I was limited to the ammo I could find or get off of dead Necromorphs, I would frequently check to see which weapon had the most ammo and use that for a while. There were times when a certain weapon was called for; however, most were pretty versatile. I also used this time to experiment with my weapons. I was already quite proficient at dismembering Necromorphs with the plasma cutter, so I practiced with the other weapons to see the best ways to use them against my enemies.

The Cassini Towers



Upon exiting the elevator, get a power node from a circuit box on the left wall and then continue through the door into a hallway. An open apartment door lies directly ahead of you. As you approach to check it out, several Swarms come at you. Fire a grenade using the pulse rifle's alt-fire mode to blow up several, and then use automatic fire to clear out the rest. If any of them jump onto you, press the Action button to knock them off and kill them. Once the room is clear, move in and pick up some credits and a text log.

Isaac's Log

Swarm are not that dangerous individually. However, they are called Swarm for a reason. They always come in large groups. I tried to begin my attack on them with some type of explosive or an attack that would affect several at once. The pulse rifle's grenades or the javelin gun's electrified javelins did a good job. Even the timed mine from the line gun was effective if it deployed in front of the Swarm. The pulse gun was also good for mowing them down. When there were only a few left, I would let them jump onto me and then grab them and knock them off to kill them. This saved ammo.

// Text Log: Sally 3

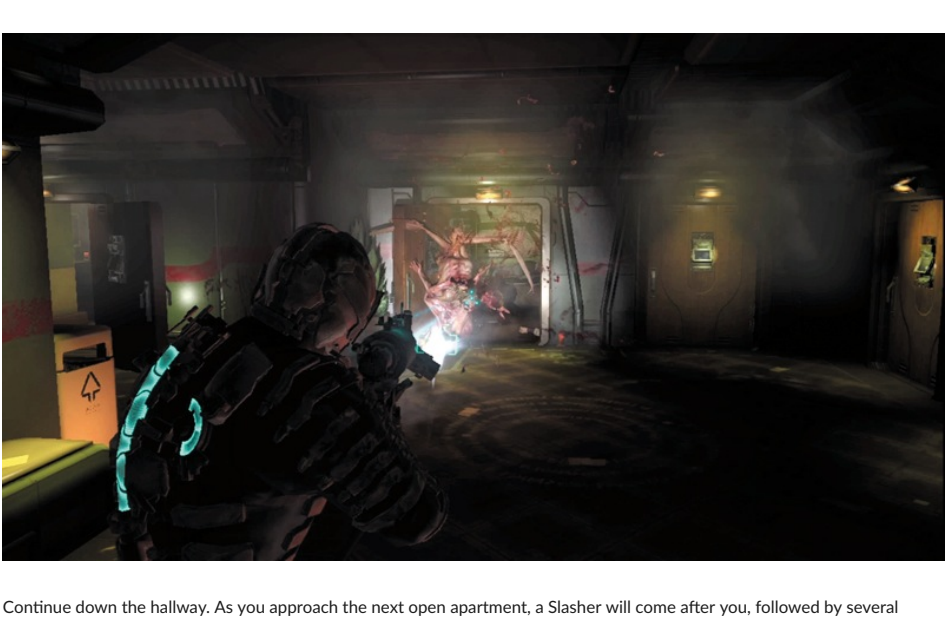
TEXT MESSAGE

From: Sally Hennen

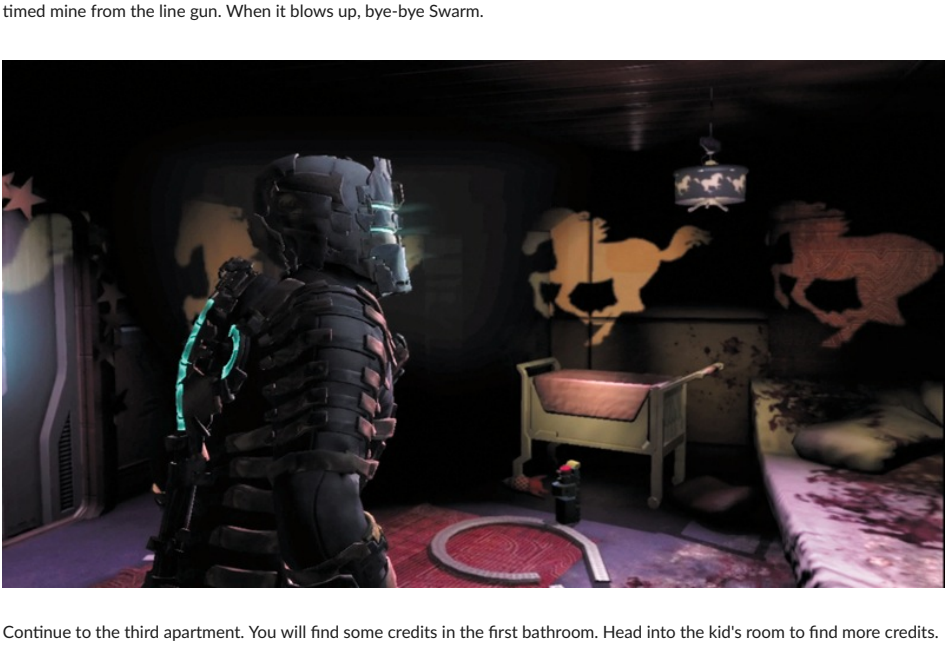
To: Marion Hennen

Marion, I'm just going to leave this log here for you to find when you come get the rest of my stuff. I hope I don't forget anything; this is a really big deal! The "rebirth" is going to happen very, very soon, just like they said! This is a very special time, like, once in a lifetime. Actually once in a million lifetimes! They say we've been preparing for this since before we were human! Do you know how special that makes us? We're the ones who get to see it! I'm so excited my skin is tingling. I've got chills! Okay, I've got to go. The ceremonies begin in a half hour; I don't want to be late. Bye, sis, I love you so, so much. Come join us! Haha, k, bye.

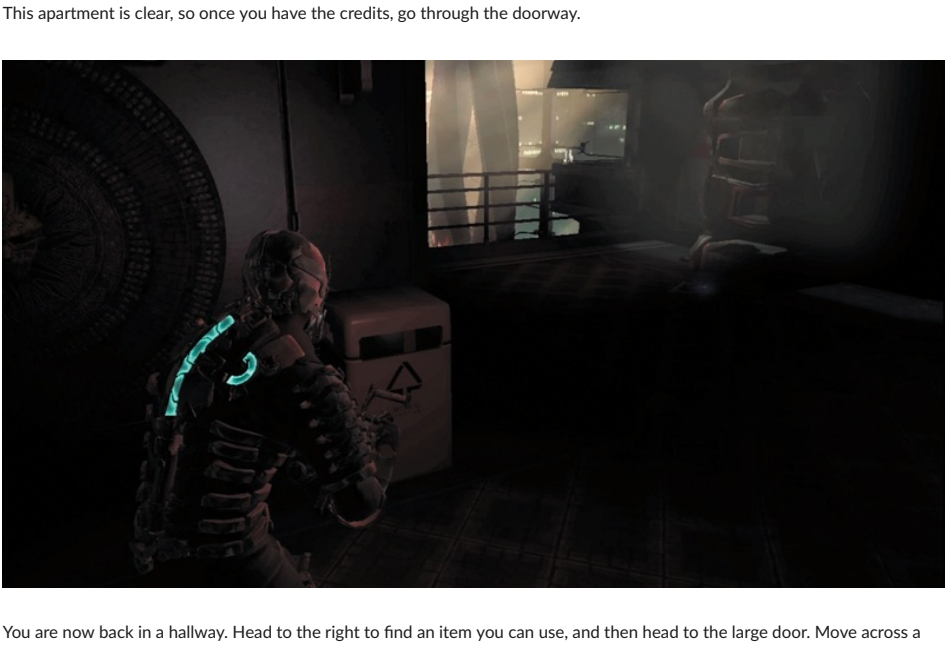
Sally



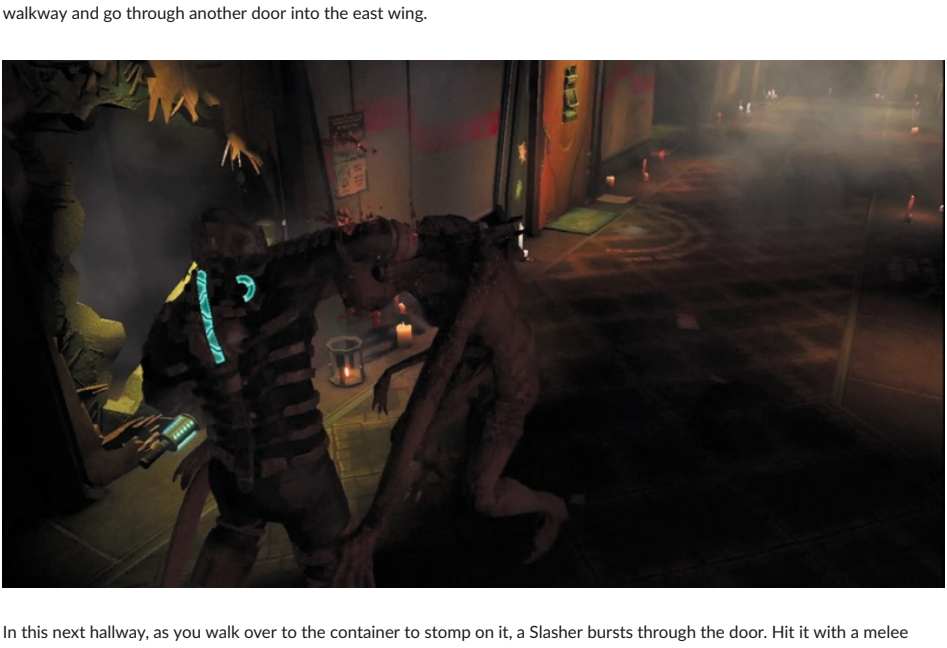
Continue down the hallway. As you approach the next open apartment, a Slasher will come after you, followed by several Swarm. Kill them all. As you hang back, the Swarm will usually stay in the room. This makes a great opportunity to fire in a timed mine from the line gun. When it blows up, bye-bye Swarm.



Continue to the third apartment. You will find some credits in the first bathroom. Head into the kid's room to find more credits. This apartment is clear, so once you have the credits, go through the doorway.

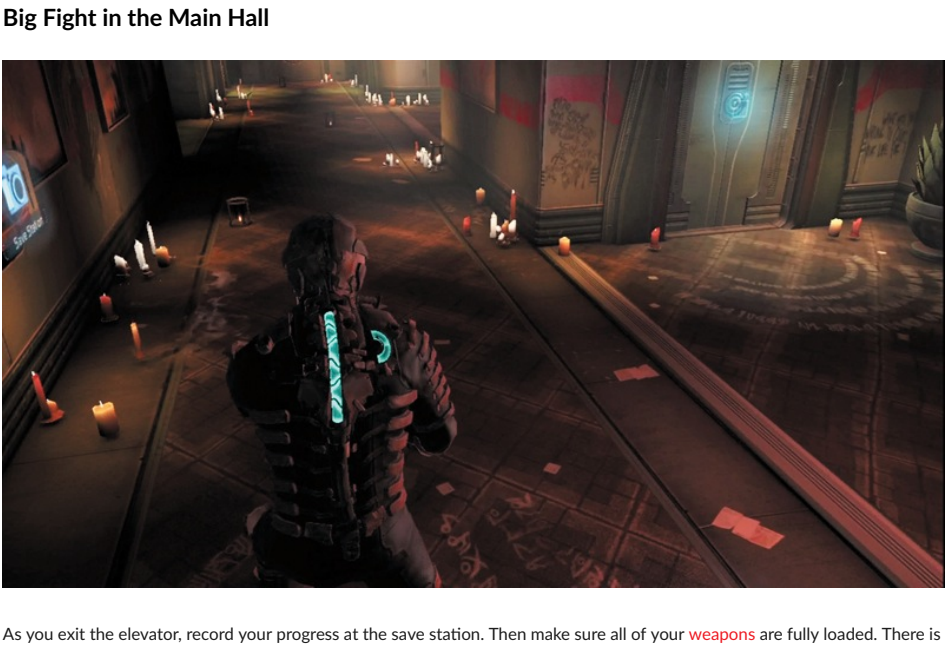


You are now back in a hallway. Head to the right to find an item you can use, and then head to the large door. Move across a walkway and go through another door into the east wing.

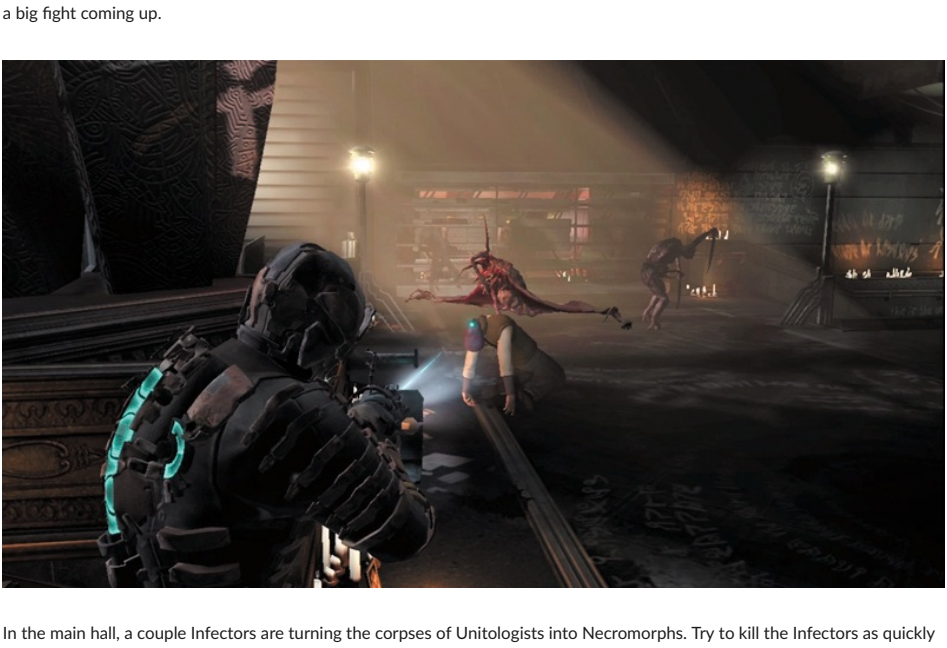


In this next hallway, as you walk over to the container to stomp on it, a Slasher bursts through the door. Hit it with a melee attack since you are close enough to move it away. Then let loose with a weapon of your choice to kill it. Once it is dead, make your way to the elevator and ride it down to the lower level.

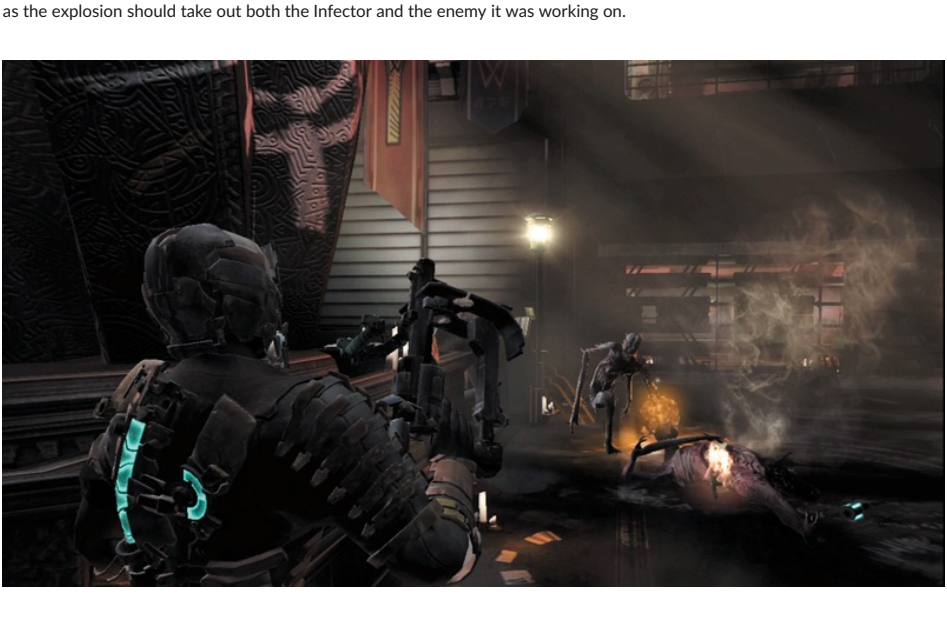
Big Fight in the Main Hall

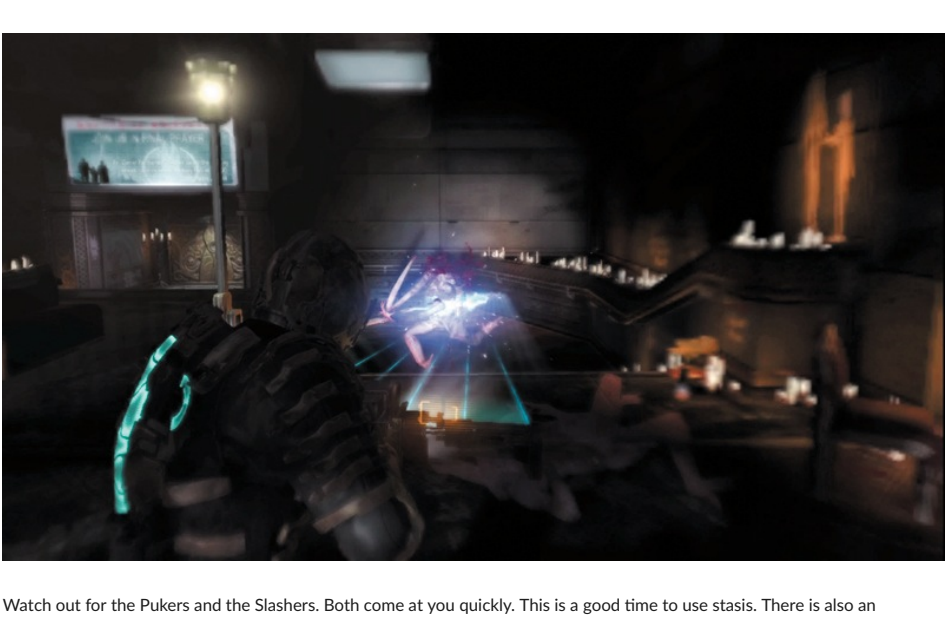


As you exit the elevator, record your progress at the save station. Then make sure all of your weapons are fully loaded. There is a big fight coming up.



In the main hall, a couple Infectors are turning the corpses of Unitologists into Necromorphs. Try to kill the Infectors as quickly as you can. However, you will need to worry about the other Necromorphs that are coming after you. A good tactic is to hit an Infector with Stasis as it is working on a corpse, then drop a line gun timed mine. Move on to the next Infector without waiting, as the explosion should take out both the Infector and the enemy it was working on.

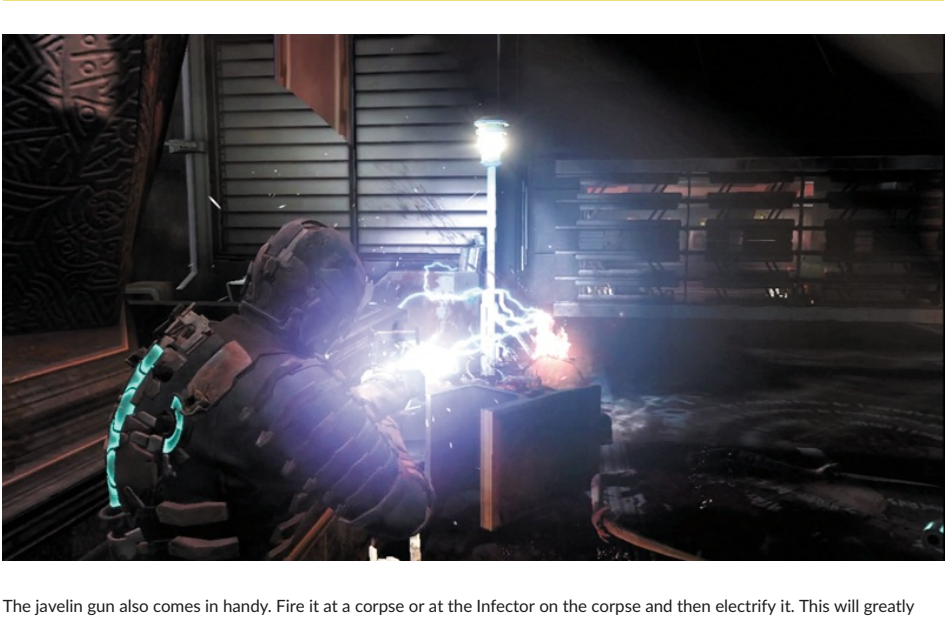




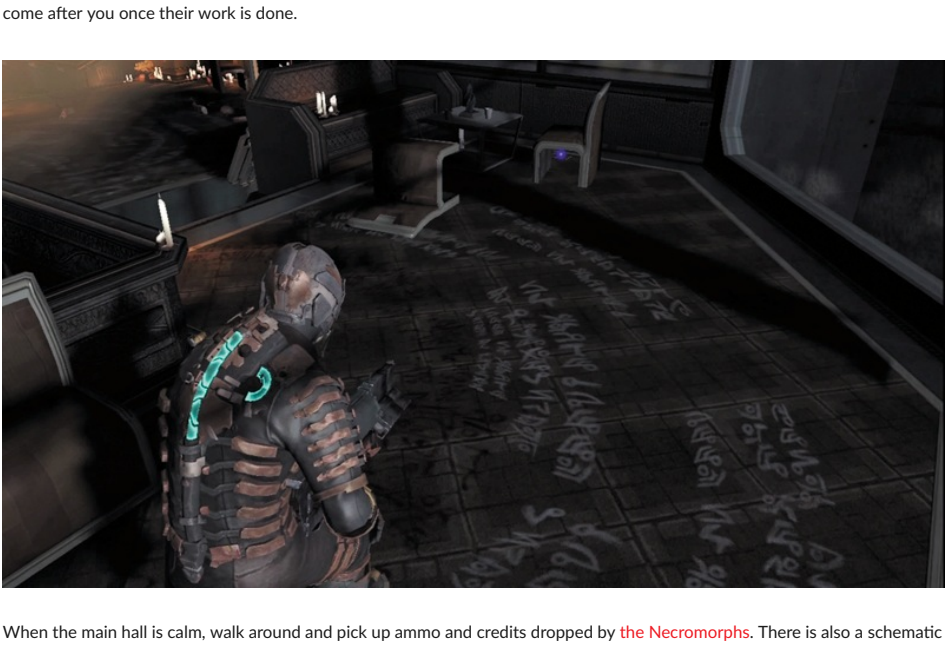
Watch out for the Pukers and the Slashers. Both come at you quickly. This is a good time to use stasis. There is also an Exploder in the mix, so shoot its sack at a distance to blow it up and hopefully kill or at least damage nearby enemies. The line gun is an excellent weapon for this area, since you have several enemies coming at you at once. This will slice most Necromorphs in half. Also try deploying a timed mine next to an Infector just as it starts working on a corpse. The blast will usually kill the Infector as well as the transforming corpse.

Isaac's Log

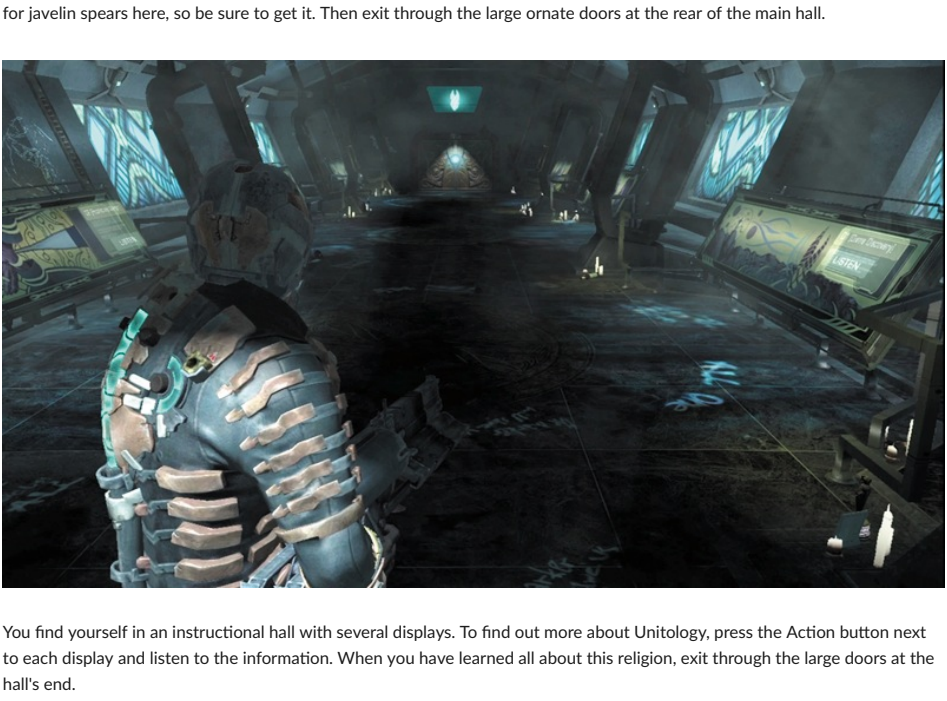
Whenever I got into a fight with a lot of Necromorphs, I found that I would empty a weapon and have to reload. Since reloading can take some time, I discovered that switching weapons was much quicker. That is why whenever I have a lull, I always make sure all my weapons are fully loaded. Then when I have to switch in the heat of battle, I know that all my weapons are ready for killing.



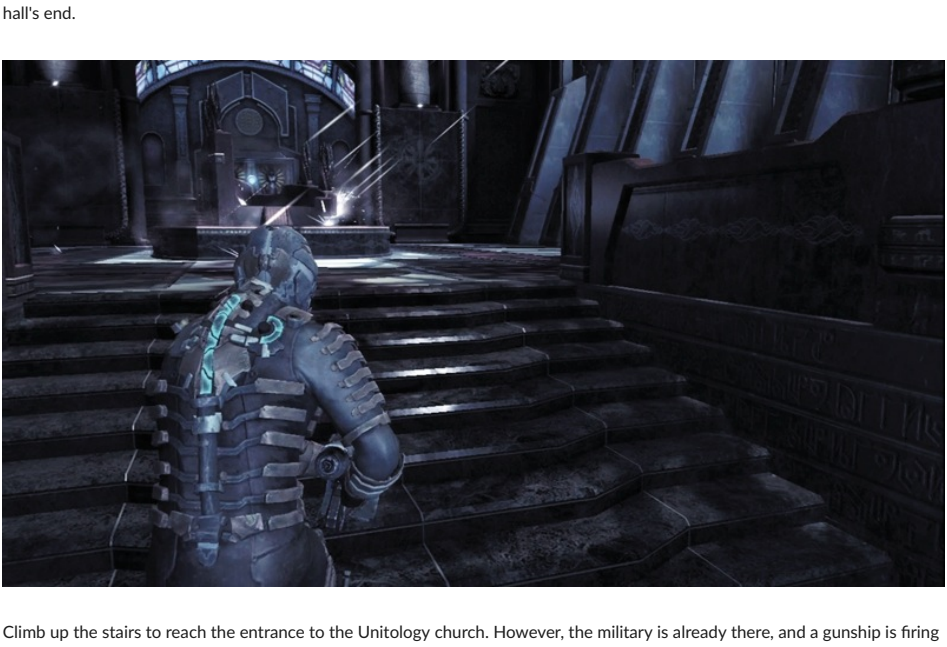
The javelin gun also comes in handy. Fire it at a corpse or at the Infector on the corpse and then electrify it. This will greatly damage both enemies. Keep up the carnage. If you have not killed the Infectors before they infect all the corpses, they will come after you once their work is done.



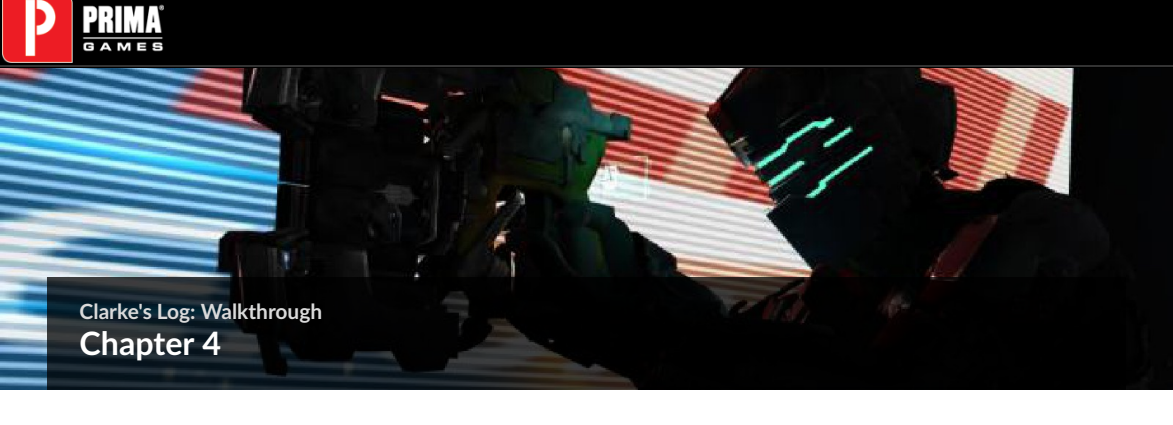
When the main hall is calm, walk around and pick up ammo and credits dropped by the Necromorphs. There is also a schematic for javelin spears here, so be sure to get it. Then exit through the large ornate doors at the rear of the main hall.



You find yourself in an instructional hall with several displays. To find out more about Unitology, press the Action button next to each display and listen to the information. When you have learned all about this religion, exit through the large doors at the hall's end.

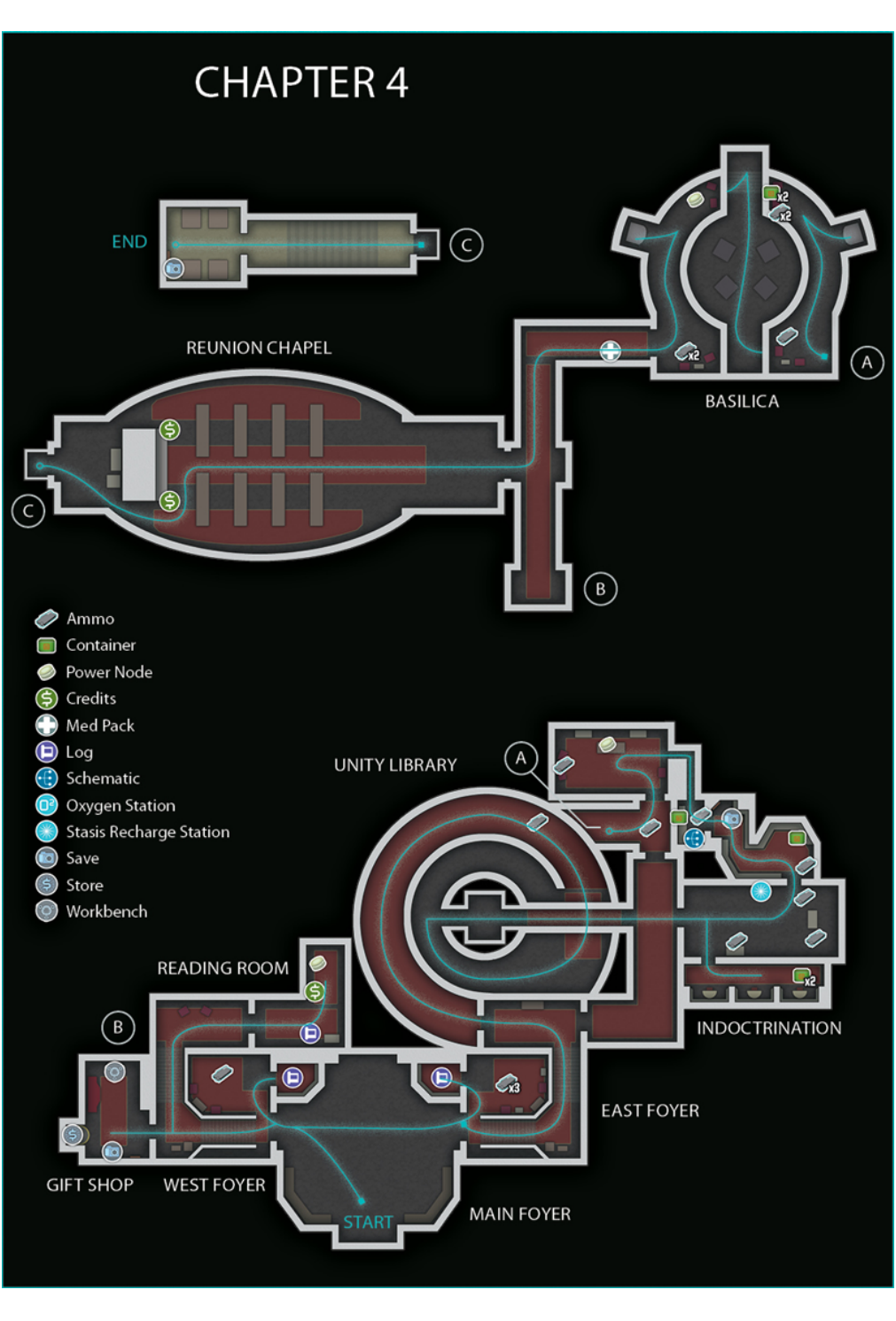


Climb up the stairs to reach the entrance to the Unitology church. However, the military is already there, and a gunship is firing into the area. Notice that the enemy fire is falling near the center of the entrance area. As soon as you reach the top of the stairs, turn right and move along the right edge of this large room. Run until you reach the large doors at the opposite end. Rush into the church to get away from the gunship.



Clarke's Log: Walkthrough

Chapter 4



Going to Church

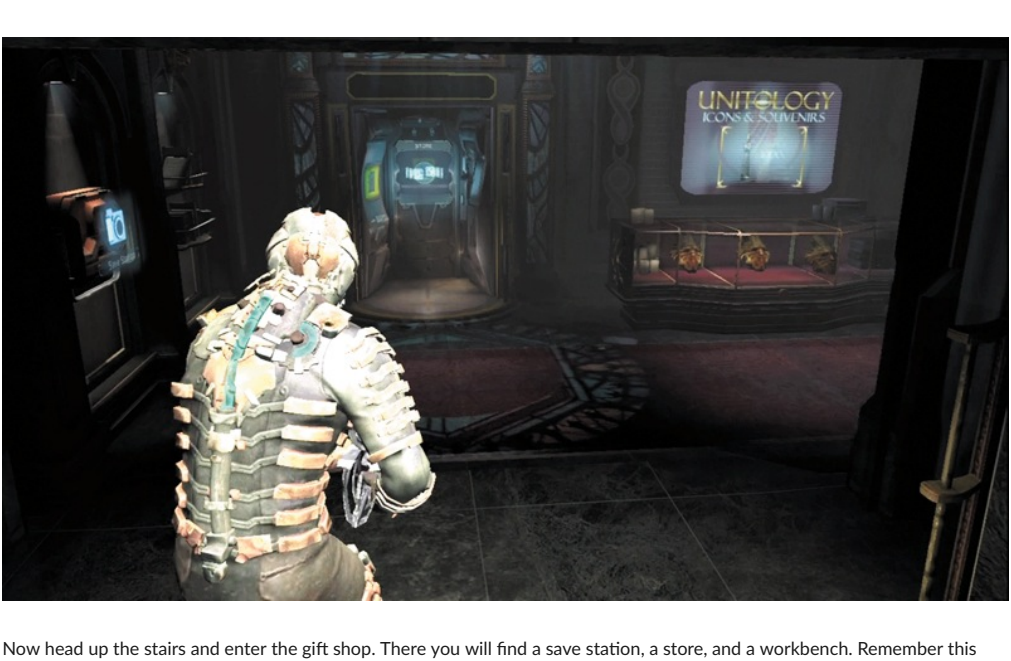
You have reached the Church of Unitology and are in the main foyer. Your objective remains the same: You must rendezvous with Daina and her team. Even though the locator says to go to the right, head left first, through the door with the sign over the top listing the gift shop and other rooms.

The Foyers

In the west foyer, pick up some ammo on the floor and then go through the nearest door into a small room where you can pick up a text log. Daina calls you and tells you to meet her in the top room of the church. She is waiting there for you.

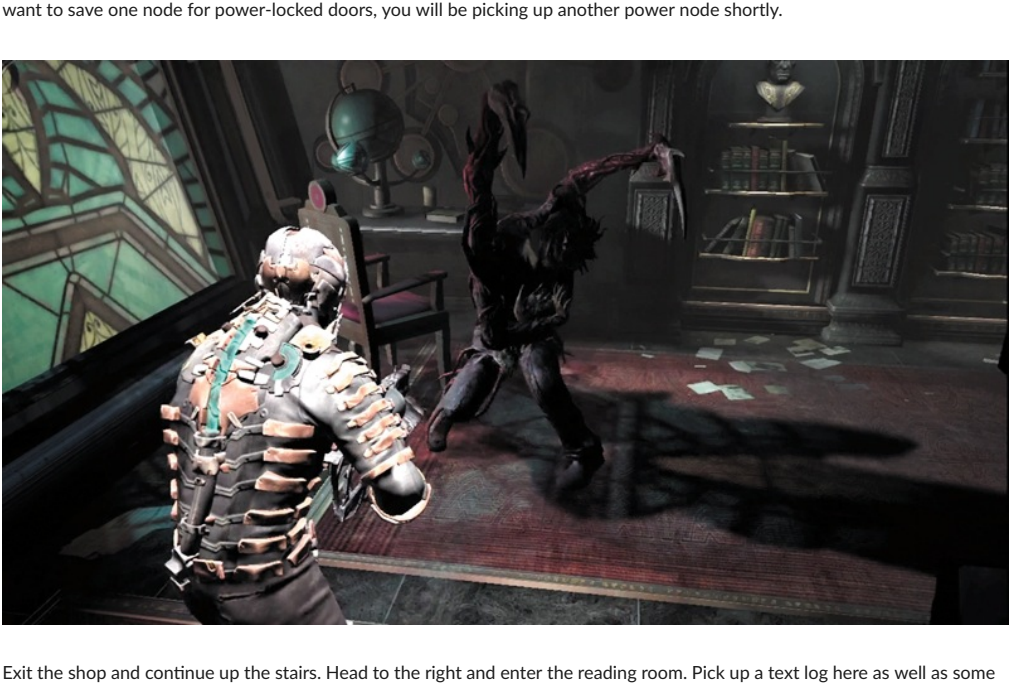
// Text Log: Tour Staff

Attention: Tour guide staff. Please remember to keep all visitors in your sight at all times. The indoctrination centers are strictly off-limits to the casual public. Remember, be the light in the room for those who walk in darkness!



Now head up the stairs and enter the gift shop. There you will find a save station, a store, and a workbench. Remember this location; you may want to return here later. Save your progress and then enter the store so you will automatically upload any schematics you have.

Also sell semiconductors to convert them into credits and open an inventory slot. If you have not already purchased all the weapons, do so now. At the workbench, spend all of your power nodes upgrading items of your choice. While you normally want to save one node for power-locked doors, you will be picking up another power node shortly.



Exit the shop and continue up the stairs. Head to the right and enter the reading room. Pick up a text log here as well as some credits and a power node. As you are about to leave, a Slasher jumps down from the ceiling. Kill it quickly and then exit the room and head back down the stairs.

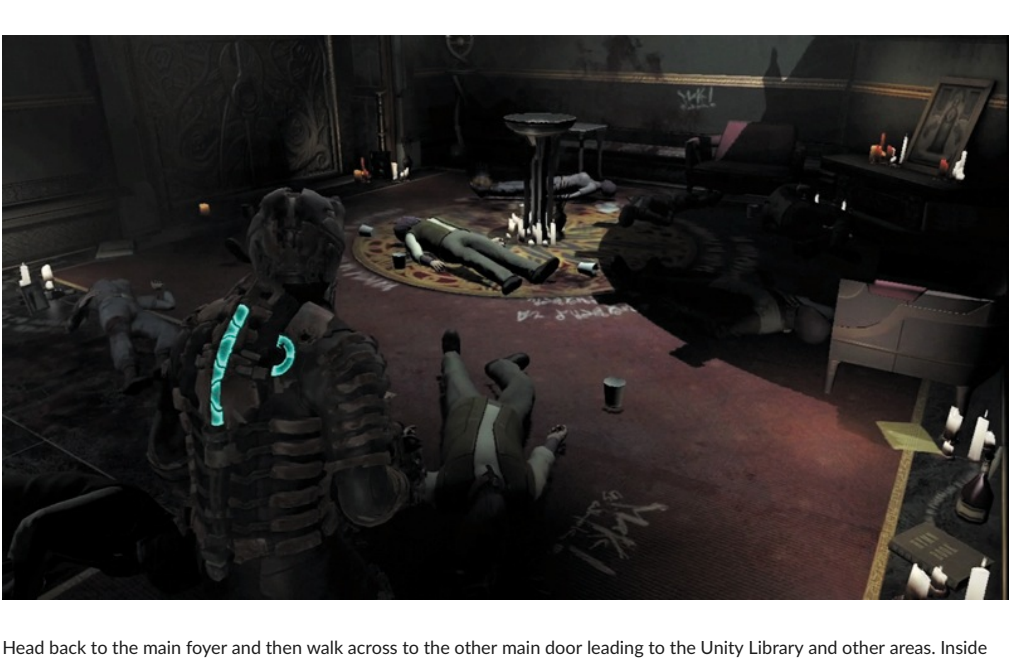
// Text Log: Two Tines

TWO TINES ENTWINED

From the words of our savior, Michael Altman, we know that all life intertwines at the end to become one. One mind, one body, one voice. The Marker echoes this with its intertwined spires. We echo this with our entwined arms, fingers touching in oneness at the top. It is our sacred ceremonial gesture, used in greeting and in the opening to all ceremonies, large and small.

Note

There are several locked doors within the Church of Unitology. For example, the door to the funerary wing across from the reading room is locked. However, as you progress through the church, some of these doors can be unlocked from the other side; this allows you to easily return to the main foyer or other areas quickly without having to do much backtracking.



Head back to the main foyer and then walk across to the other main door leading to the Unity Library and other areas. Inside the east foyer, you find several dead Unitologists who appear to have committed suicide. Pick up some ammo in this room, then go through the door into a small room to find an audio log.

// Audio Log: Harsh Pressure

TPS REPORT: Cathedral Pressure Equalization

Cathedral Custodian: Bowden

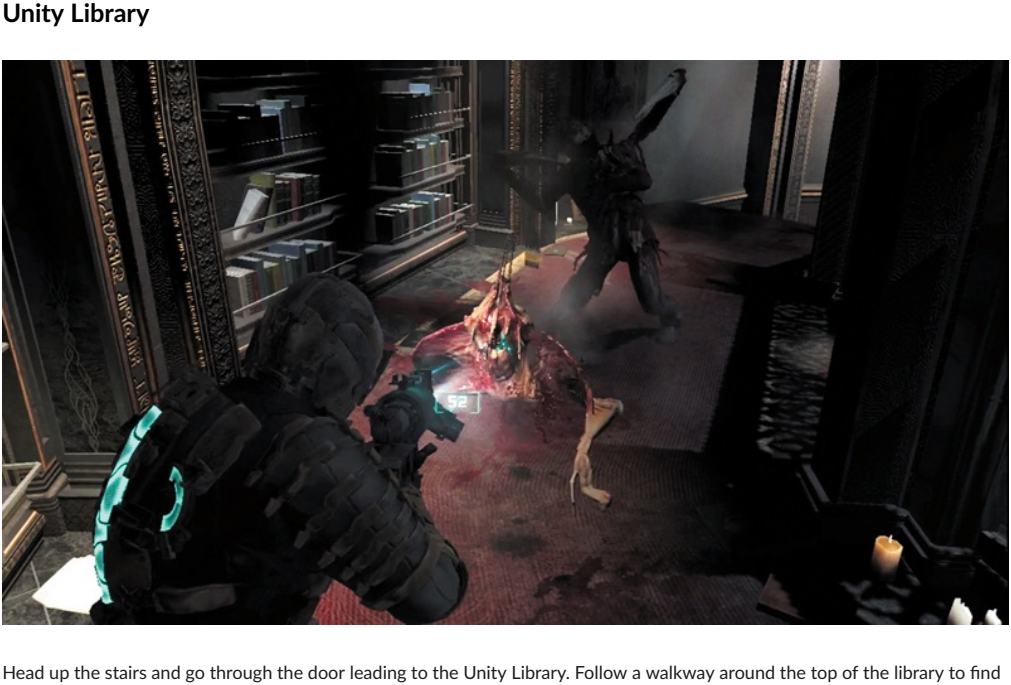
The Cathedral reported two pressure-equalization cycles during services last Sunday. The first was minor and only blew some candle flames around, giving Pastor O'Brien a much needed, if unexpected, boost to his sermon. The second cycle was more harsh, resulting in a pressure snap that popped people's ears and sent several to medical. That was not needed.

We verified and cleared a bug in the life-support system, which seems to have been maliciously planted. I have a work ticket open to trace how it got there, and from whom.

Next Sunday should go smoothly.

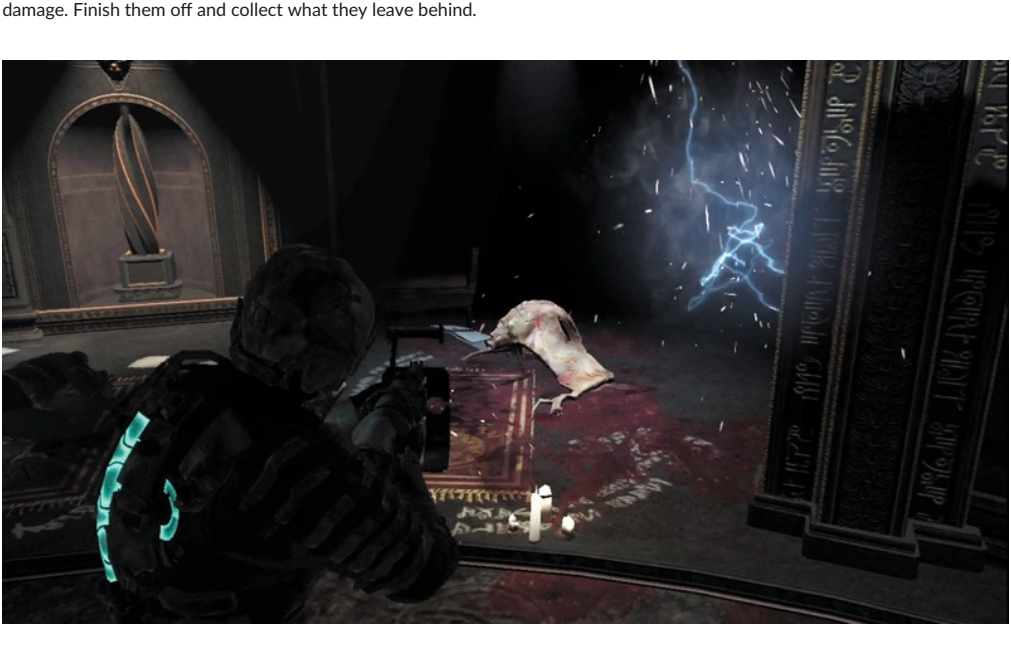
Altman Be Praised, Bowden out

Unity Library



Head up the stairs and go through the door leading to the Unity Library. Follow a walkway around the top of the library to find an Infector transforming a corpse into a Slasher.

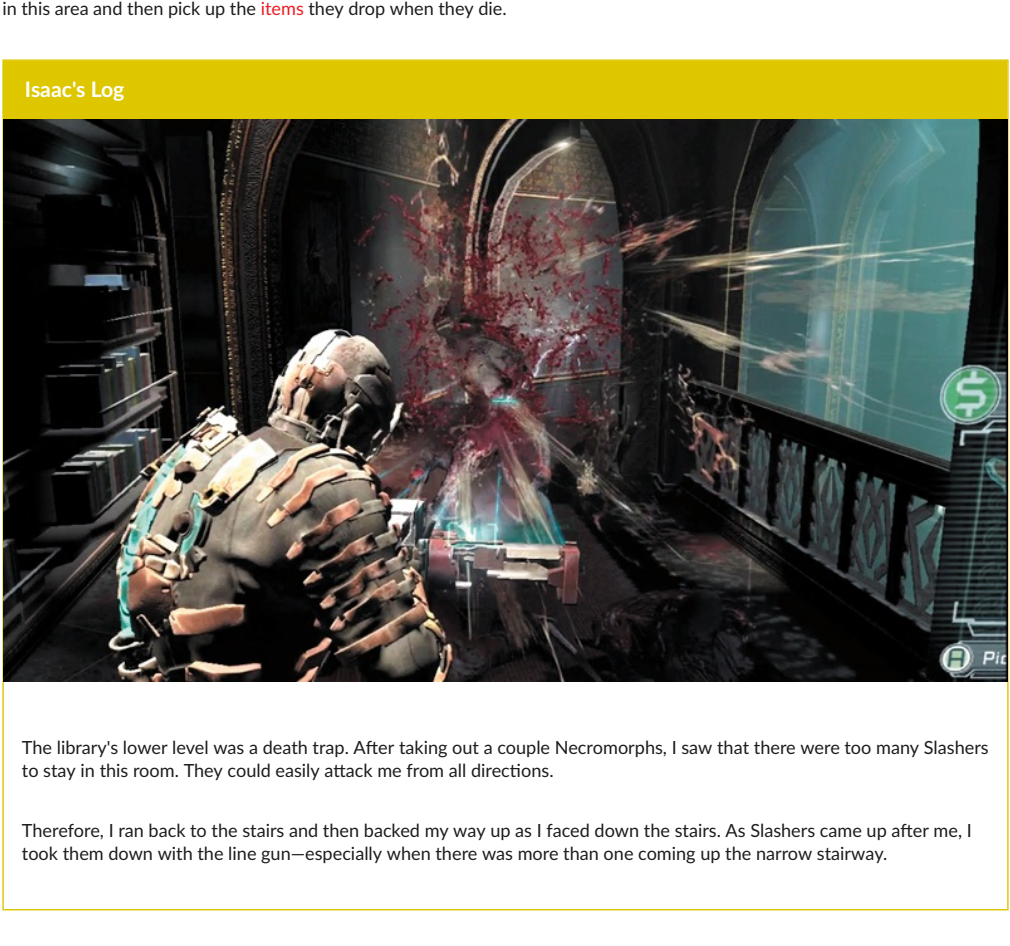
Deploy a timed mine from your line gun to blow them both up, or use the javelin gun with some electricity to cause immediate damage. Finish them off and collect what they leave behind.



Make your way down the stairs to the lower floor of the library. There are several Infectors down here working over the dead Unitologists. Use the line gun and the javelin gun, since both are great for damaging more than one enemy at a time.

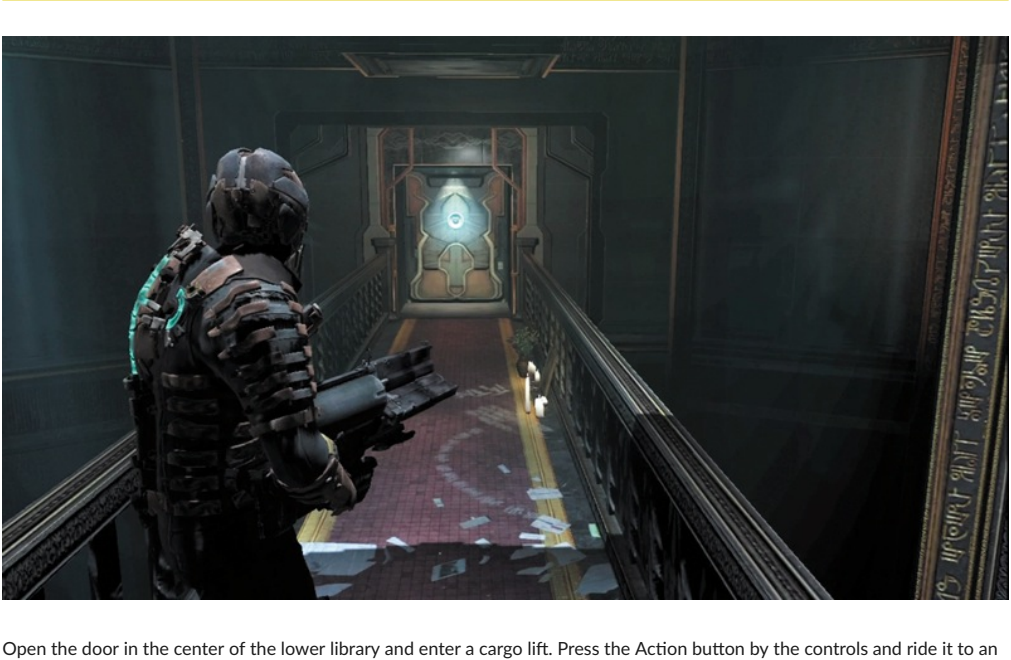
Try to kill the Infectors as quickly as possible. However, be careful not to get surrounded by the Slashers that are being created. There is also a Puker down there; use stasis to slow it down so you can back away and kill it. Clear out all of the Necromorphs in this area and then pick up the items they drop when they die.

Isaac's Log

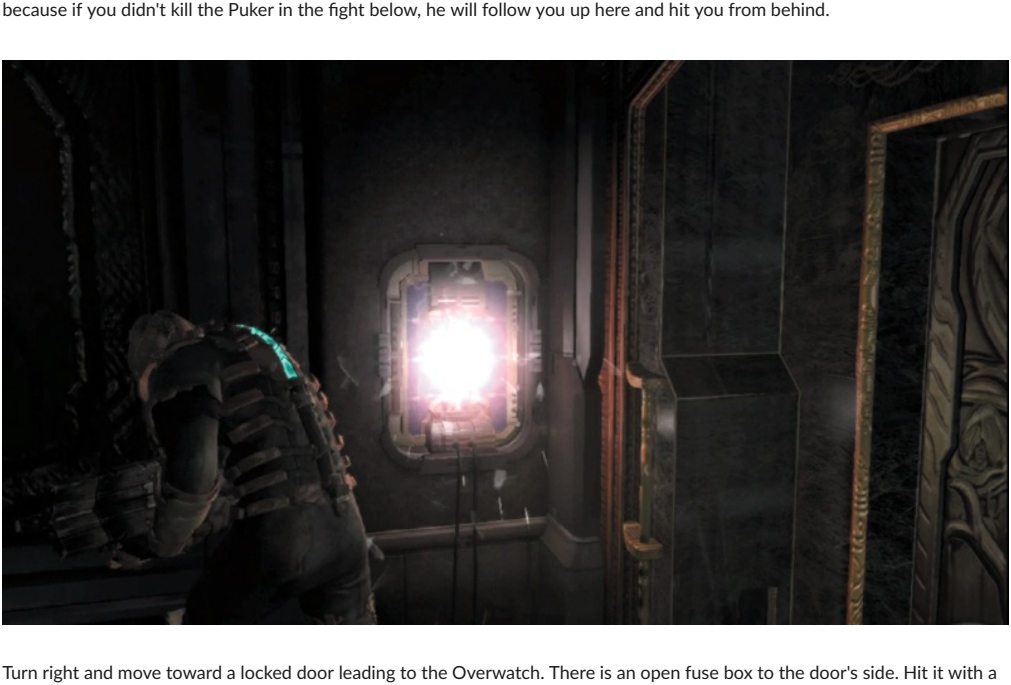


The library's lower level was a death trap. After taking out a couple Necromorphs, I saw that there were too many Slashers to stay in this room. They could easily attack me from all directions.

Therefore, I ran back to the stairs and then backed my way up as I faced down the stairs. As Slashers came up after me, I took them down with the line gun—especially when there was more than one coming up the narrow stairway.

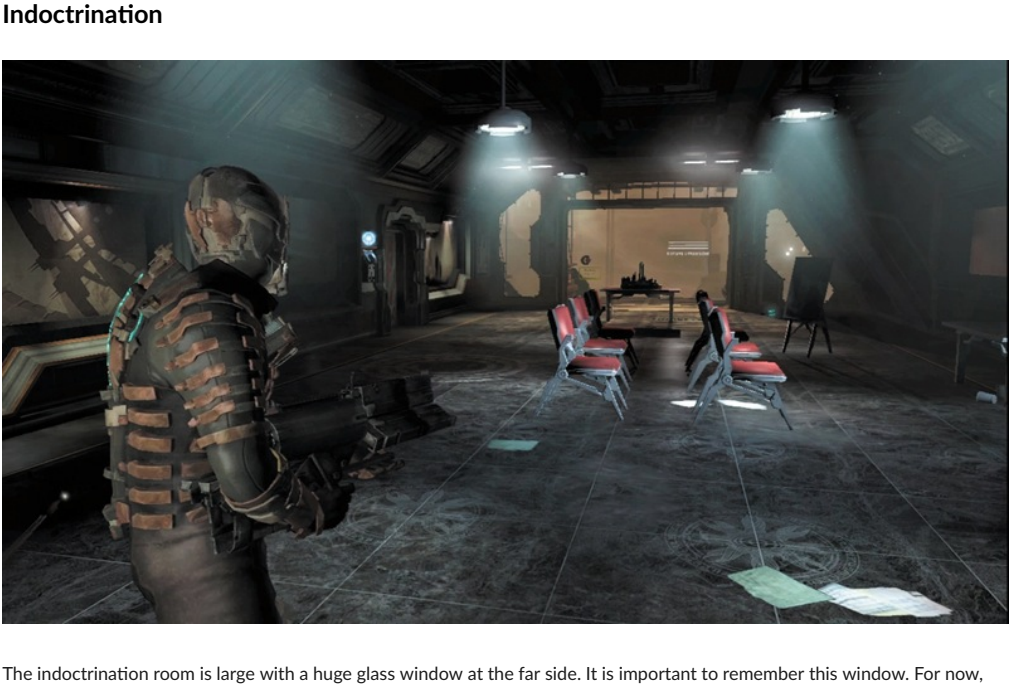


Open the door in the center of the lower library and enter a cargo lift. Press the Action button by the controls and ride it to an upper level. When you get off, walk across a narrow walkway and continue through the door into a corridor. Be careful because if you didn't kill the Puker in the fight below, he will follow you up here and hit you from behind.

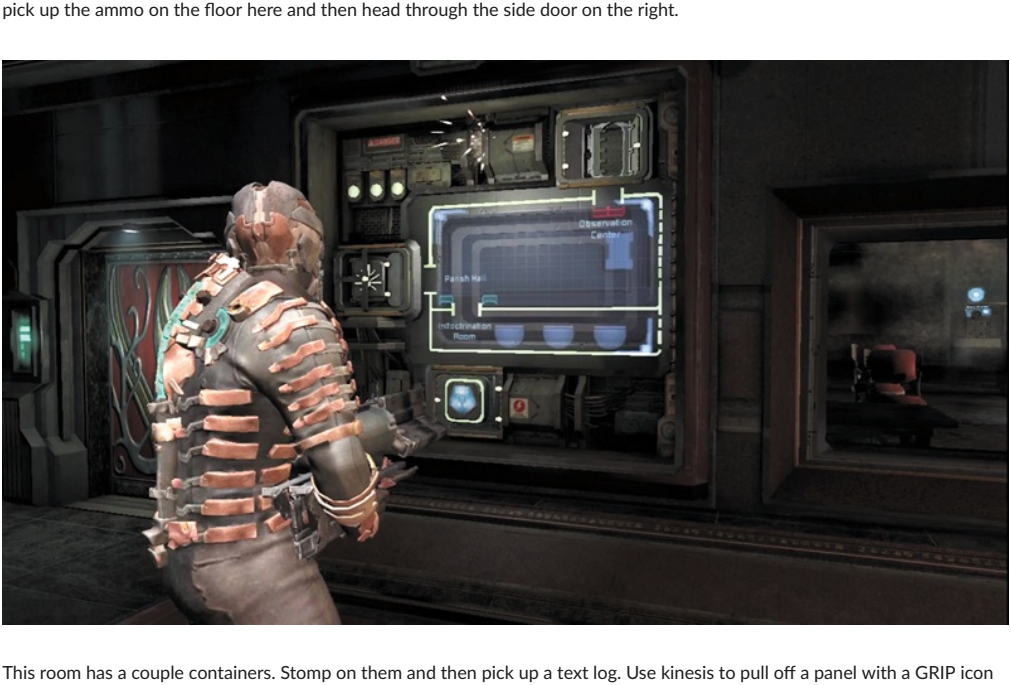


Turn right and move toward a locked door leading to the Overwatch. There is an open fuse box to the door's side. Hit it with a melee attack to unlock it. This door will take you to the stairway that leads back down to the east foyer. Return to the corridor and go through the door leading to Indoctrination.

Indoctrination



The indoctrination room is large with a huge glass window at the far side. It is important to remember this window. For now, pick up the ammo on the floor here and then head through the side door on the right.

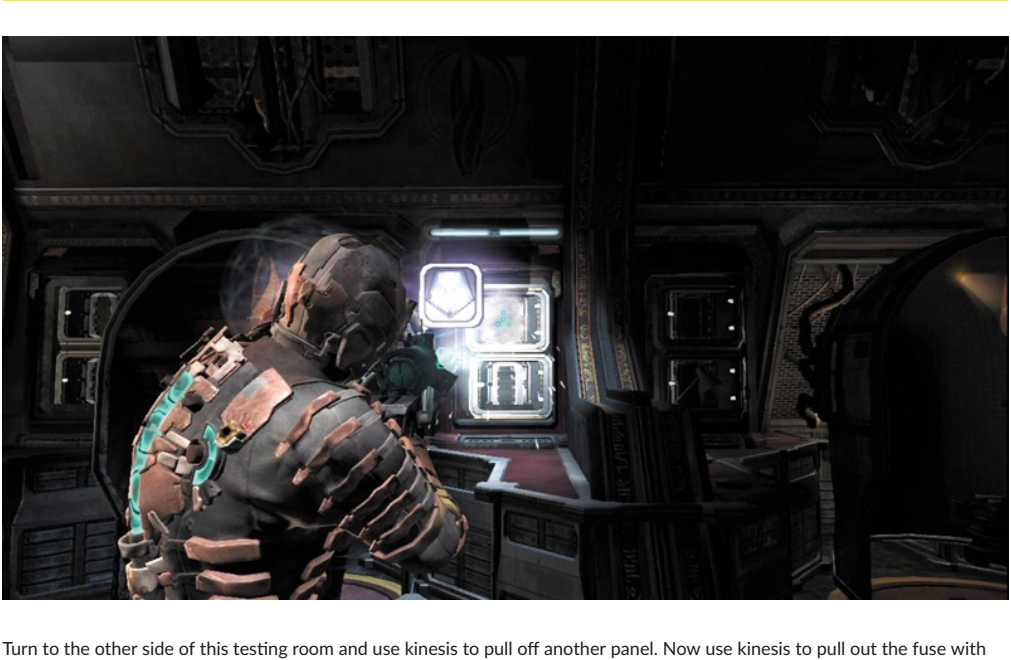


This room has a couple containers. Stomp on them and then pick up a text log. Use kinesis to pull off a panel with a GRIP icon on it near the door. The control panel shows a diagram of the indoctrination area. There is a spot where fuses need to be replaced in order to activate the door on the area's other side. You need to find a fuse.

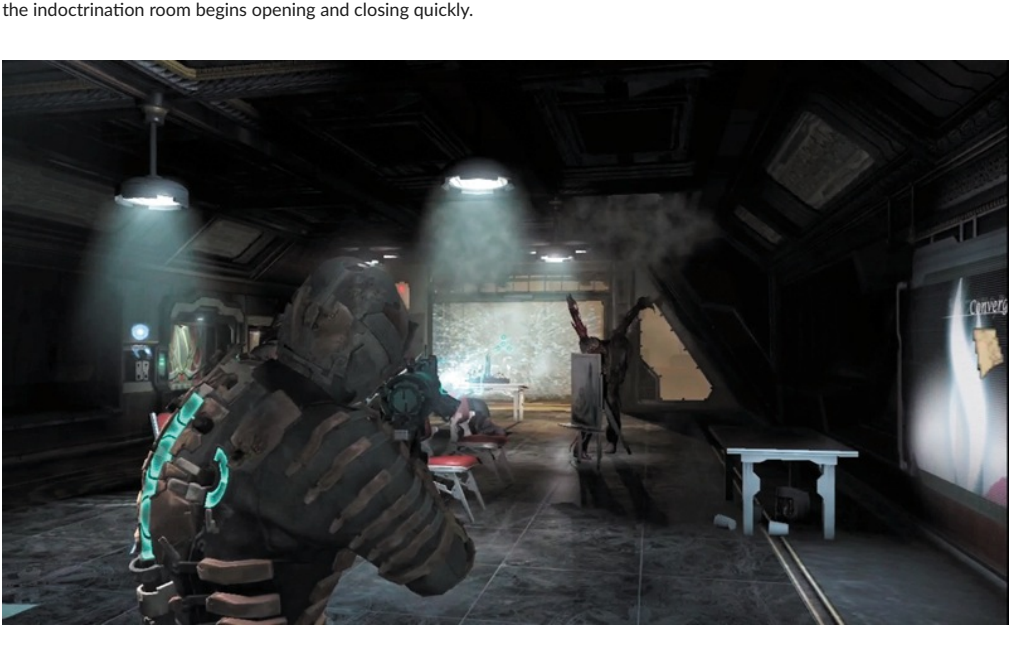
//Text Log: Recruit Test Results

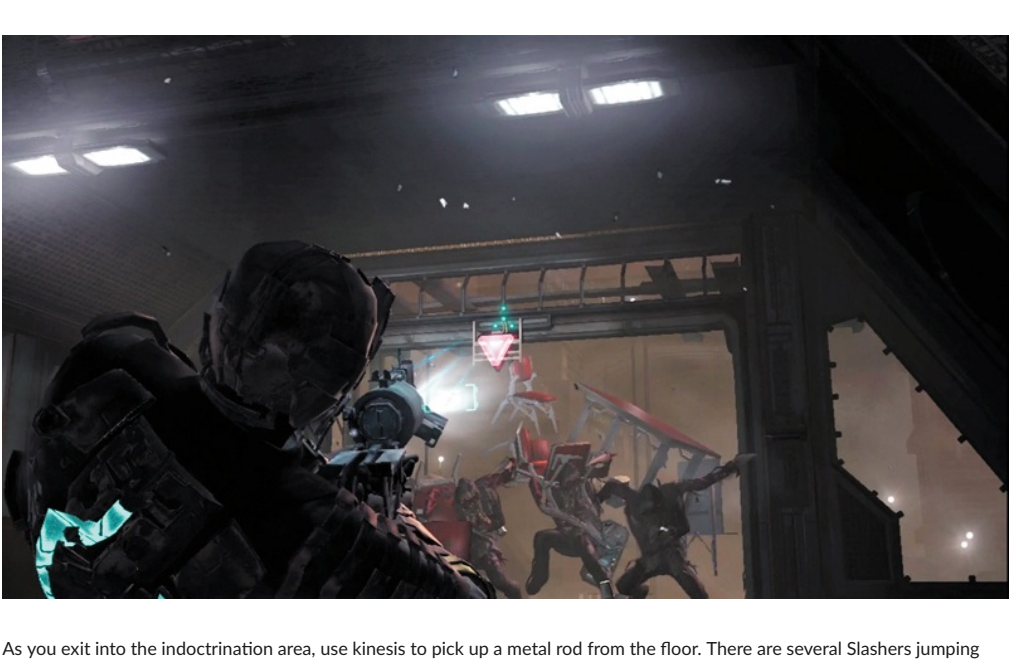
Indoctrination Test Phase 1
Results for: Casey Milham
Desire to socially belong: High
Unassertiveness: Low
Gullibility: Low
Tolerance for ambiguity: High
Cultural disillusionment: Low
Idealism: High
Susceptibility to trancelike states: Low
Self-confidence: High
A desire for spiritual meaning: Low
Awareness of group influence on individuals: High

This subject is highly unlikely to stay affiliated with the Church after a short period of time. We would expect him to exit the system after the tithing requirements section of Initiation. We should invite him to go as far as he'd like, but do not book future earnings against him.



Turn to the other side of this testing room and use kinesis to pull off another panel. Now use kinesis to pull out the fuse with the GRIP icon on it. Carry it over to the control panel and insert it into the slot above the display: The door on the other side of the indoctrination room begins opening and closing quickly.





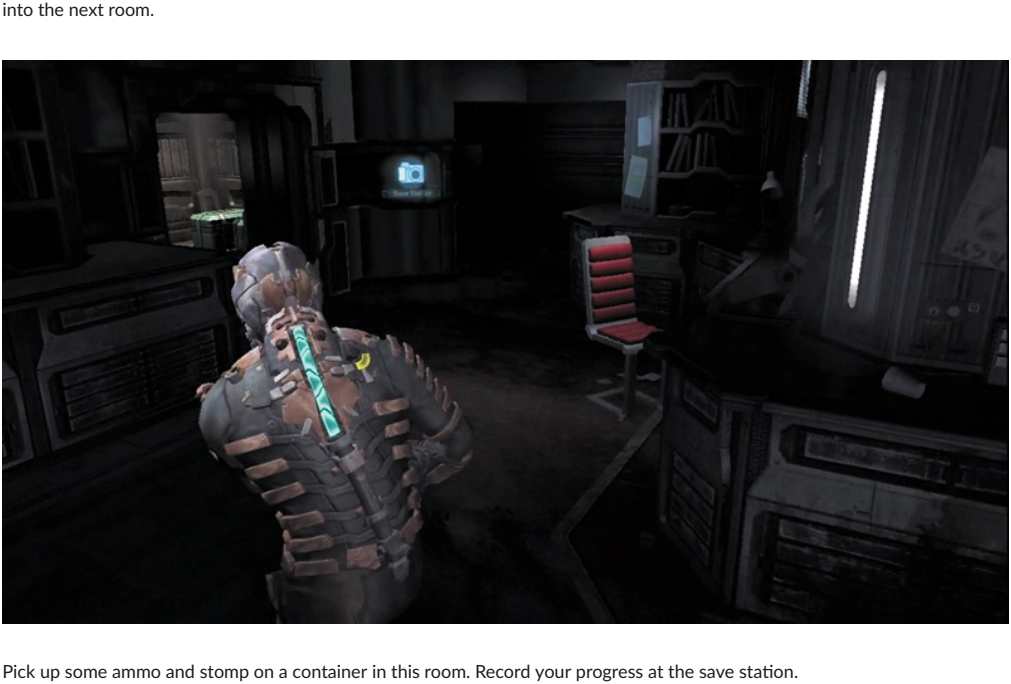
As you exit into the indoctrination area, use kinesis to pick up a metal rod from the floor. There are several Slashers jumping down into the room from the ceiling. Launch the metal rod at the window on the room's far side to breach it, causing the room to decompress. The Necromorphs will be sucked out. Quickly shoot the lockdown switch to secure the breach before you are sucked out into space as well.

// Skewered in Space

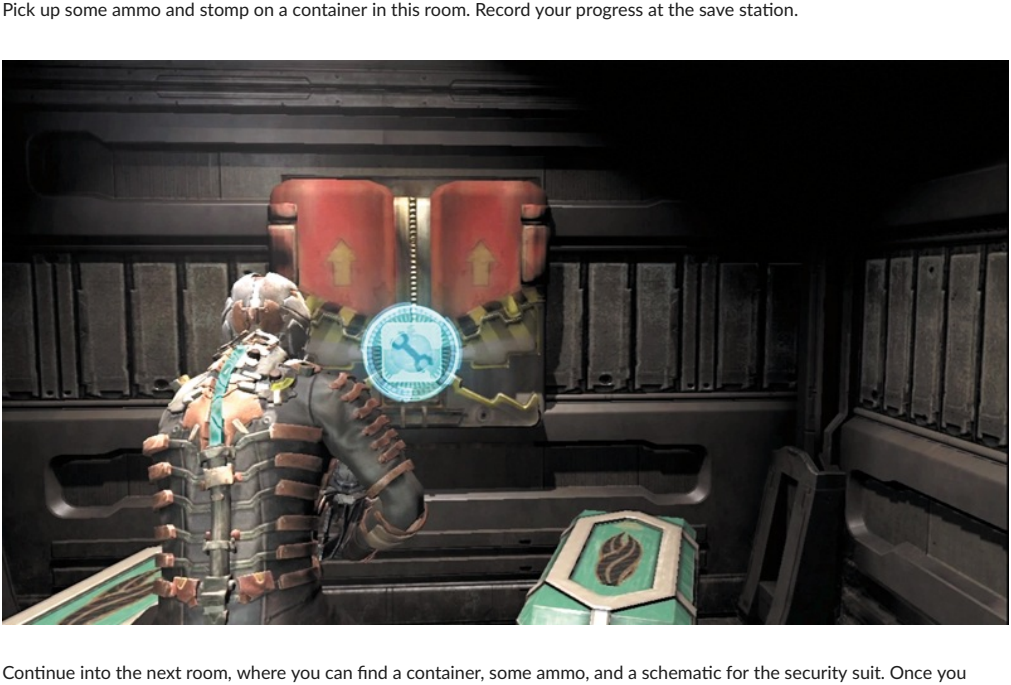
You can earn the Skewered in Space Achievement/Trophy while decompressing the indoctrination room. Launch a metal rod, or fire the javelin gun, at one of the Slashers near the window to impale it and throw it back, breaking the window and causing the decompression. You will also earn kills toward the Vacuum Cleaner Achievement/Trophy for those Necromorphs sucked out into space.

Stasis Recharge

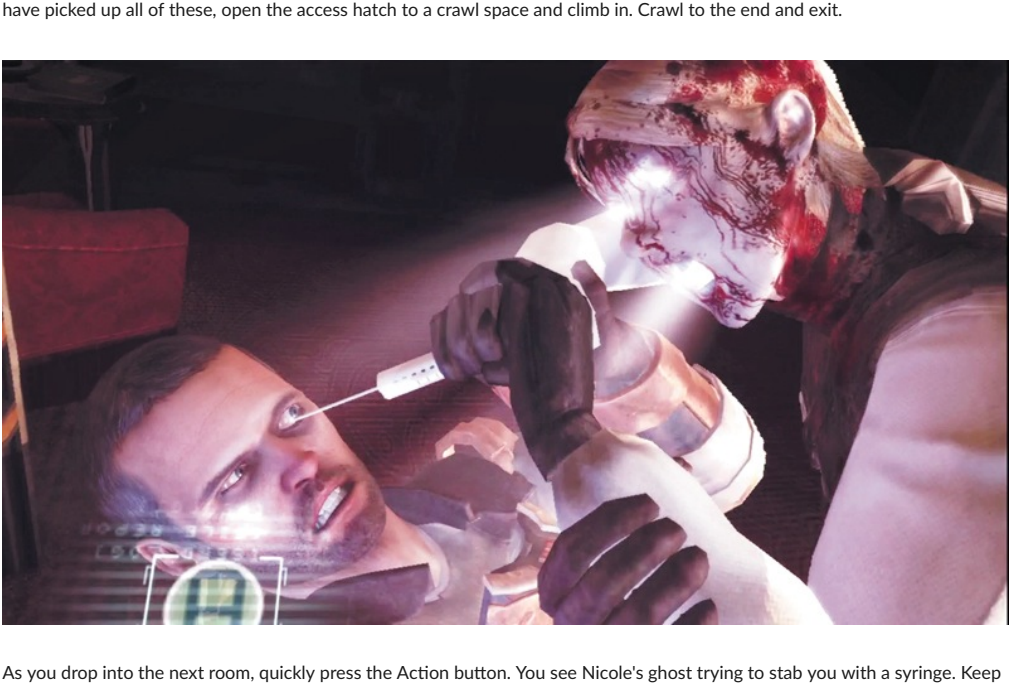
Now that the indoctrination room is clear, move over to the door that is rapidly opening and closing. When it is about halfway open, hit it with stasis. There is a stasis recharge station next to the door if you need it. As the door slows down, run through into the next room.



Pick up some ammo and stomp on a container in this room. Record your progress at the save station.

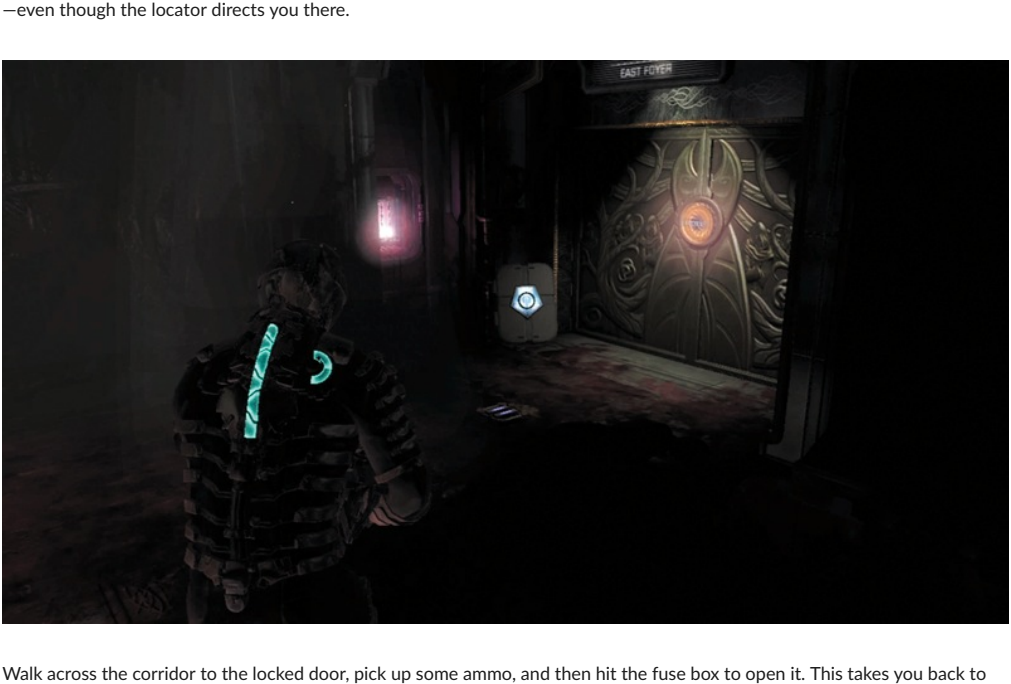


Continue into the next room, where you can find a container, some ammo, and a schematic for the security suit. Once you have picked up all of these, open the access hatch to a crawl space and climb in. Crawl to the end and exit.

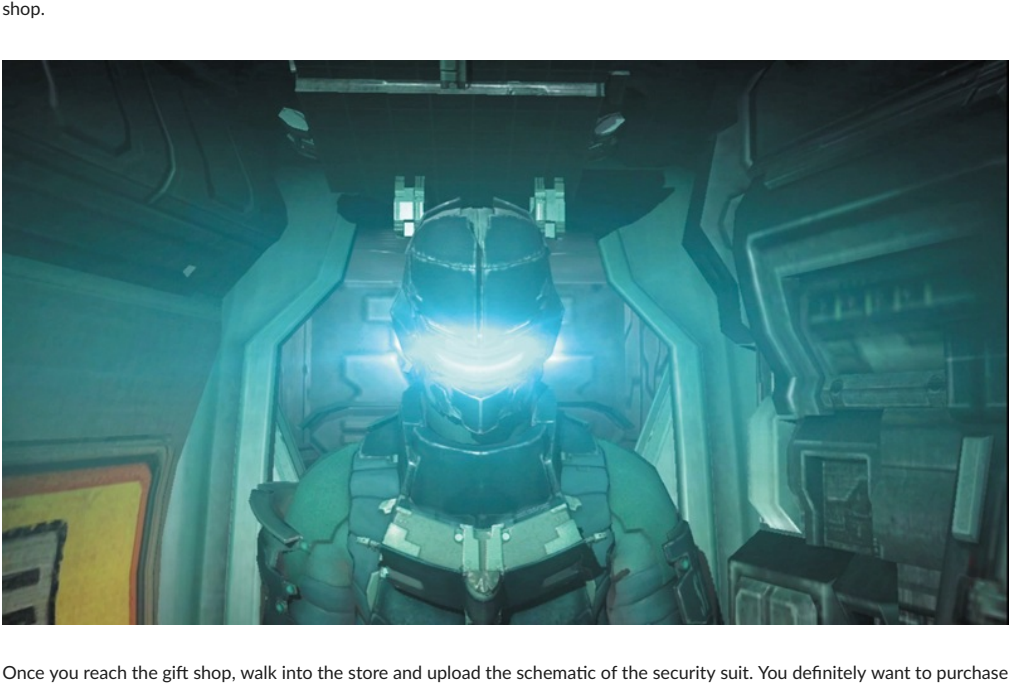


As you drop into the next room, quickly press the Action button. You see Nicole's ghost trying to stab you with a syringe. Keep pressing the Action button to prevent this from happening.

Once the hallucination ends, you see that you are in a reading room. Pick up a power node on the desk and some ammo on a table. Leave through the door that leads into a corridor. The doorway to the basilica is to the right. However, don't go there yet —even though the locator directs you there.



Walk across the corridor to the locked door, pick up some ammo, and then hit the fuse box to open it. This takes you back to the corridor leading to Indoctrination. Continue past it and out into the east foyer. From there, make your way back to the gift shop.

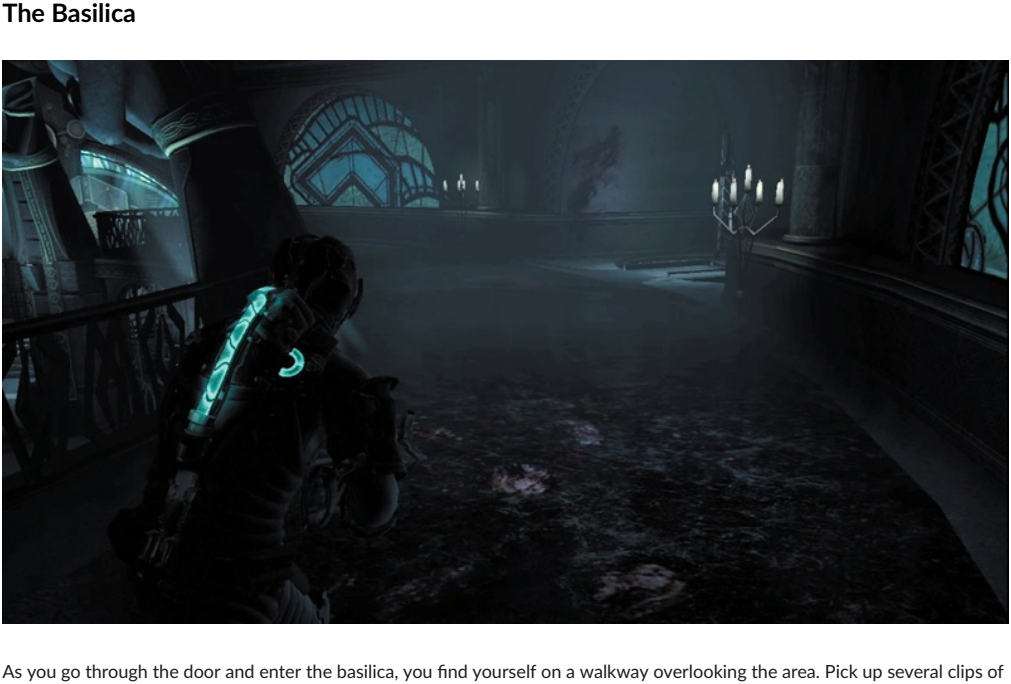


Once you reach the gift shop, walk into the store and upload the schematic of the security suit. You definitely want to purchase this, and you should have plenty of credits to do so. Save your progress while you are here and then backtrack to the corridor leading to the basilica.

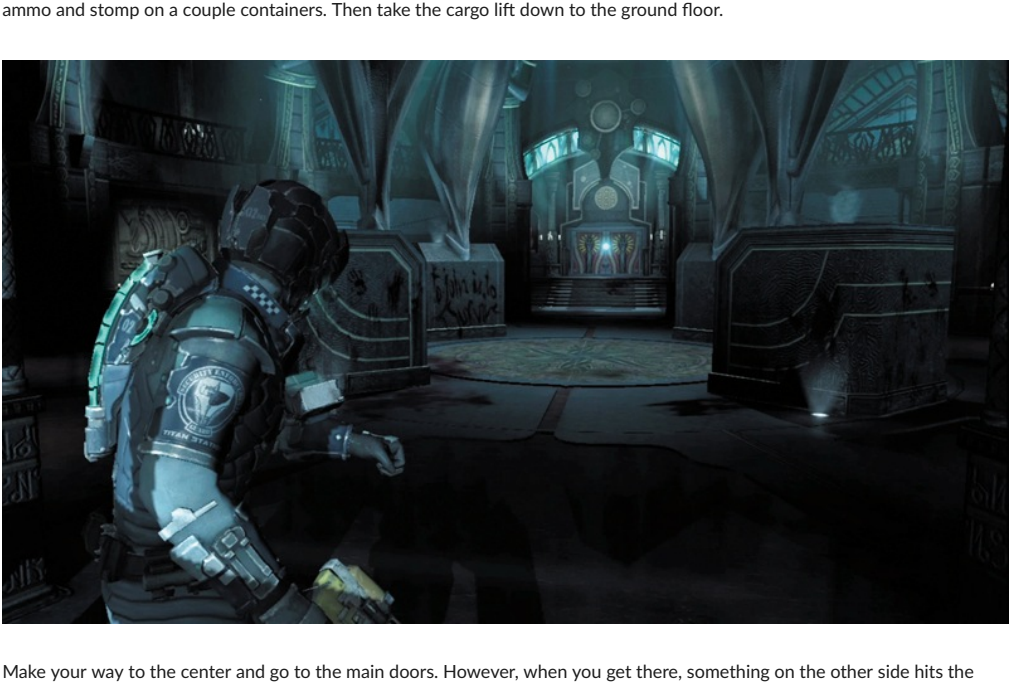
Isaac's Log

The security suit was an improvement on the engineering suit. It provided increased armor protection and 15 slots for inventory. If that were not enough, it also gave me a 5% increase to damage when I was using the pulse rifle.

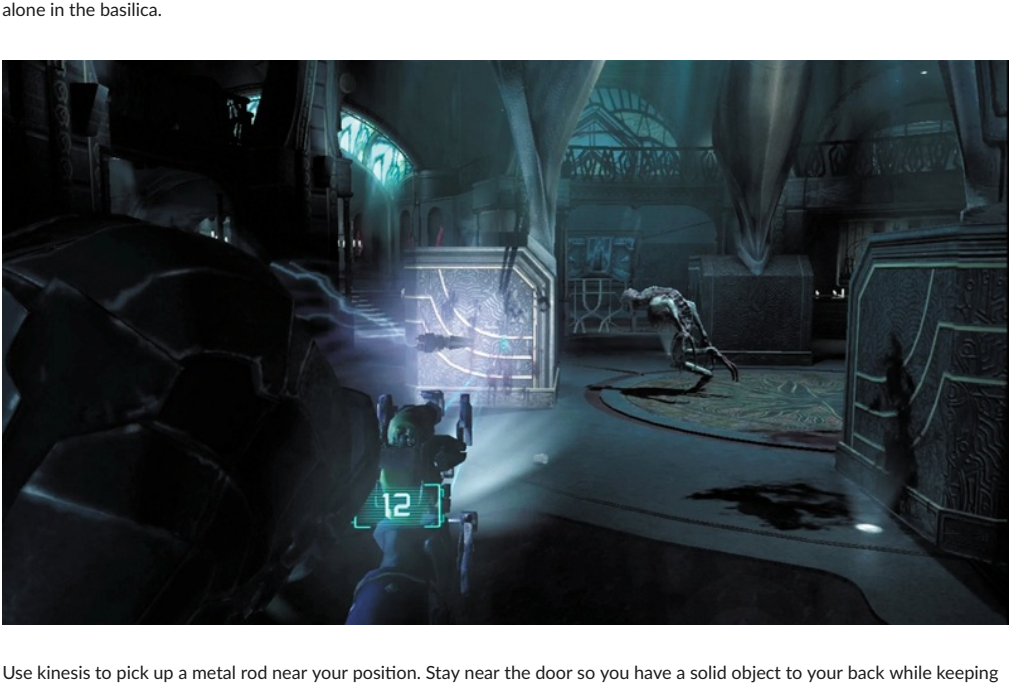
The Basilica



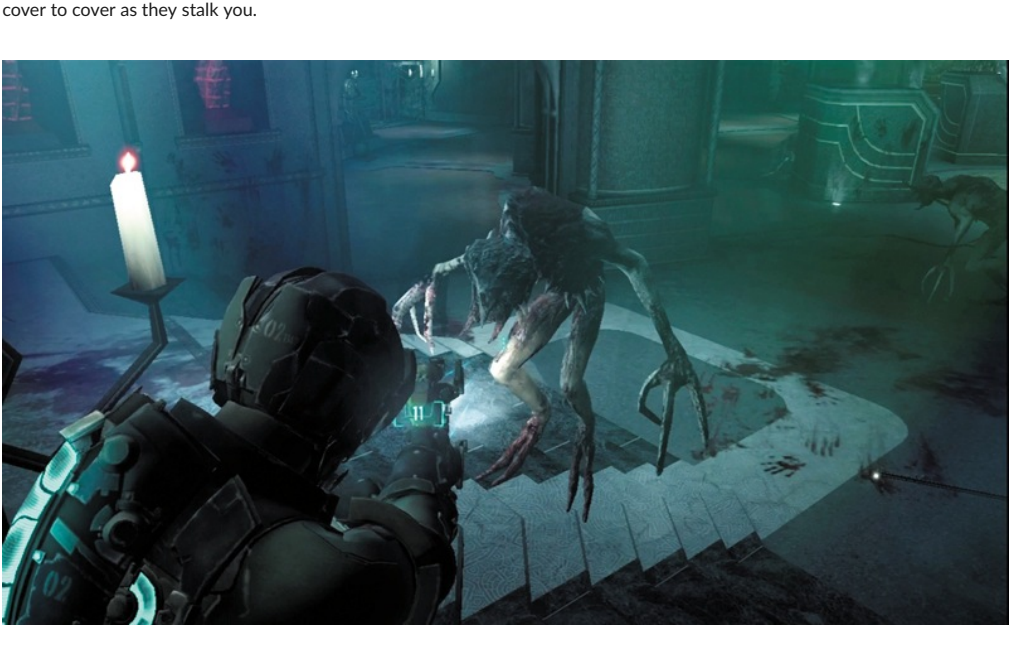
As you go through the door and enter the basilica, you find yourself on a walkway overlooking the area. Pick up several clips of ammo and stomp on a couple containers. Then take the cargo lift down to the ground floor.

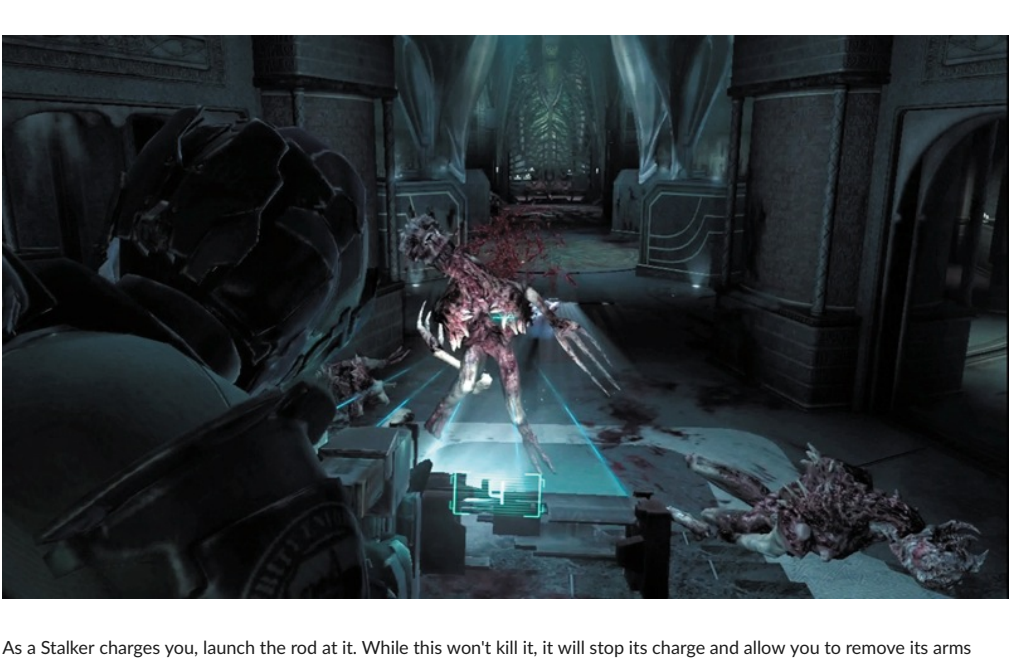


Make your way to the center and go to the main doors. However, when you get there, something on the other side hits the doors, damaging them and making them malfunction. You will have to find another way in. However, it seems like you are not alone in the basilica.



Use kinesis to pick up a metal rod near your position. Stay near the door so you have a solid object to your back while keeping an eye on the middle of the basilica. There is a new type of Necromorph in here—Stalkers. You will see them running from cover to cover as they stalk you.





As a Stalker charges you, launch the rod at it. While this won't kill it, it will stop its charge and allow you to remove its arms with your other weapons. Another strategy is to hit the Stalker with stasis as it is charging. Since its arms are behind it during this, strafe around to the side to shoot at the arms. You can also shoot at the legs to slow it down; however, the Stalker can still crawl quickly, so go after the arms. The Stalker claws can also be used as weapons. Use Kinesis to detach them from a dead Stalker, and then use them against other Stalkers to conserve your ammo.

Isaac's Log

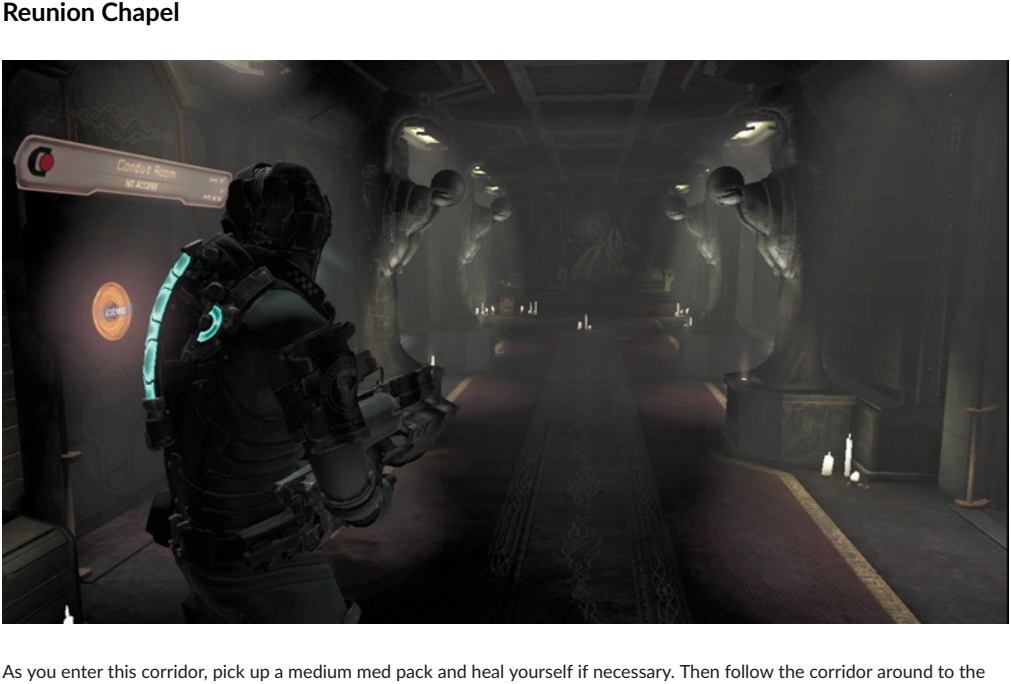
The Stalkers are tough on their own. However, they almost always attack in groups and will try to flank you. Try to back up to a wall so they don't surround you. Rarely will they charge while you are looking right at them. Instead, they wait until you look away. When you see them peeking around a corner, they are getting ready to charge. Don't waste a shot at their heads while they are peeking. They will duck back behind cover quickly. The line gun is a great weapon for dealing with Stalkers, since it has a wide beam that causes a lot of damage. Aim at their shoulder level while they are charging; a single shot will almost always kill the Stalker. The javelin gun is not as effective, since the Stalkers move so quickly it is hard to hit them.

// Clever Girls

You earn the Clever Girls Achievement/Trophy by surviving your first encounter against Stalkers. This is definitely well deserved.

Once the basilica is clear, head over to a panel and press the Action button to remove it. You will have to hack the circuits to activate another cargo lift. Take the lift to the basilica's upper level. Pick up a power node and some ammo, then go through the doors leading into the funerary wing.

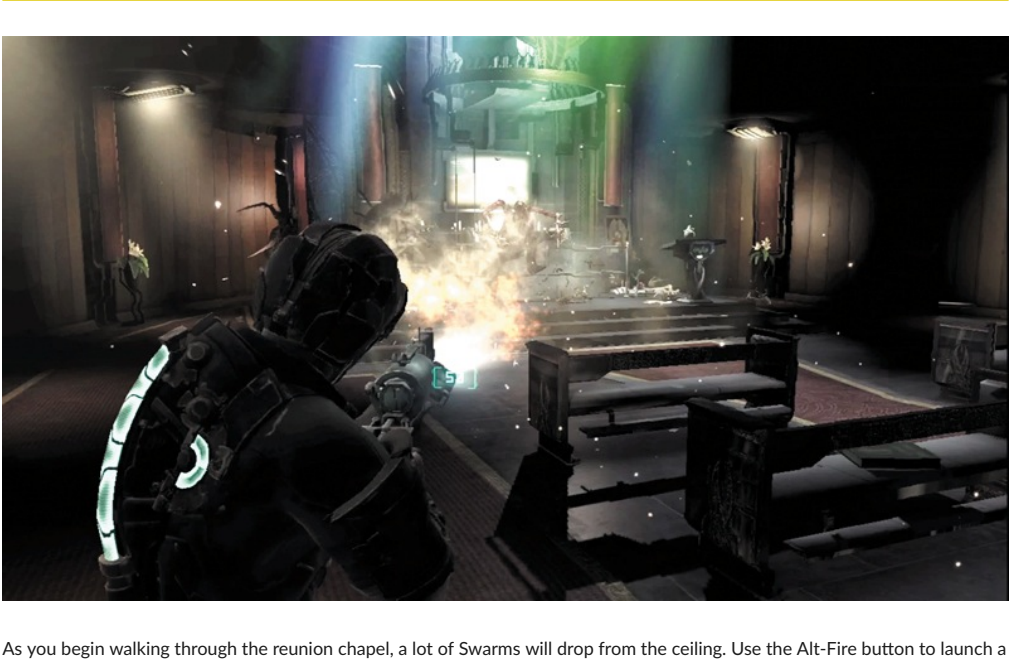
Reunion Chapel



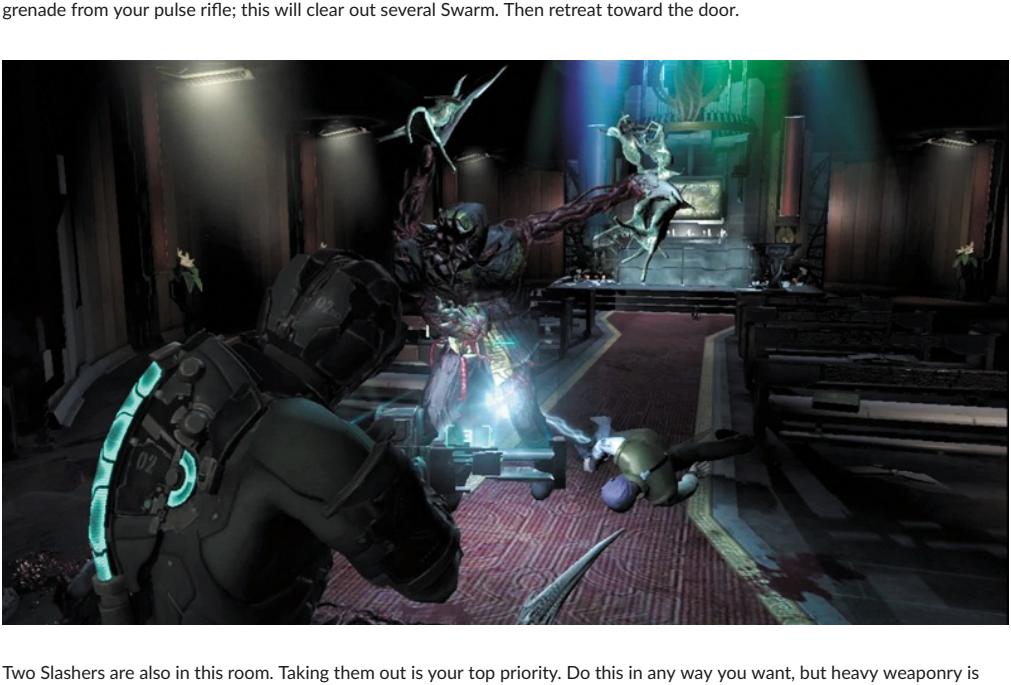
As you enter this corridor, pick up a medium med pack and heal yourself if necessary. Then follow the corridor around to the left. Go through the door on the right to enter the reunion chapel.

Note

If you continue down the corridor rather than entering the chapel, you can hit a fuse box with a melee attack; this unlocks a door that leads back to the west foyer. You may want to visit the store or even save your progress before continuing to the reunion chapel.



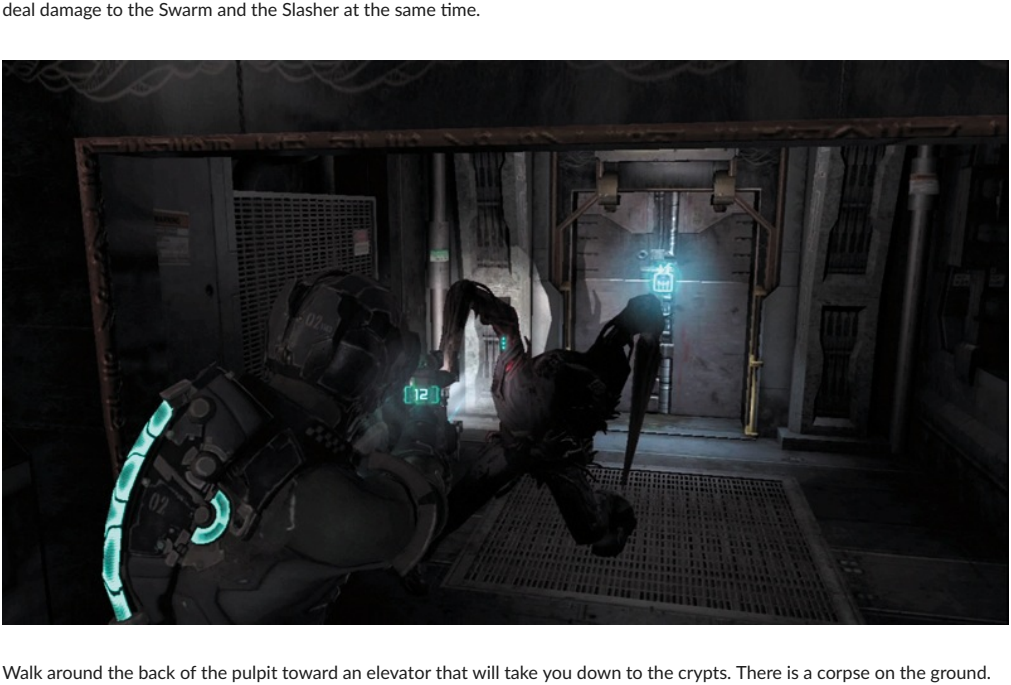
As you begin walking through the reunion chapel, a lot of Swarms will drop from the ceiling. Use the Alt-Fire button to launch a grenade from your pulse rifle; this will clear out several Swarm. Then retreat toward the door.



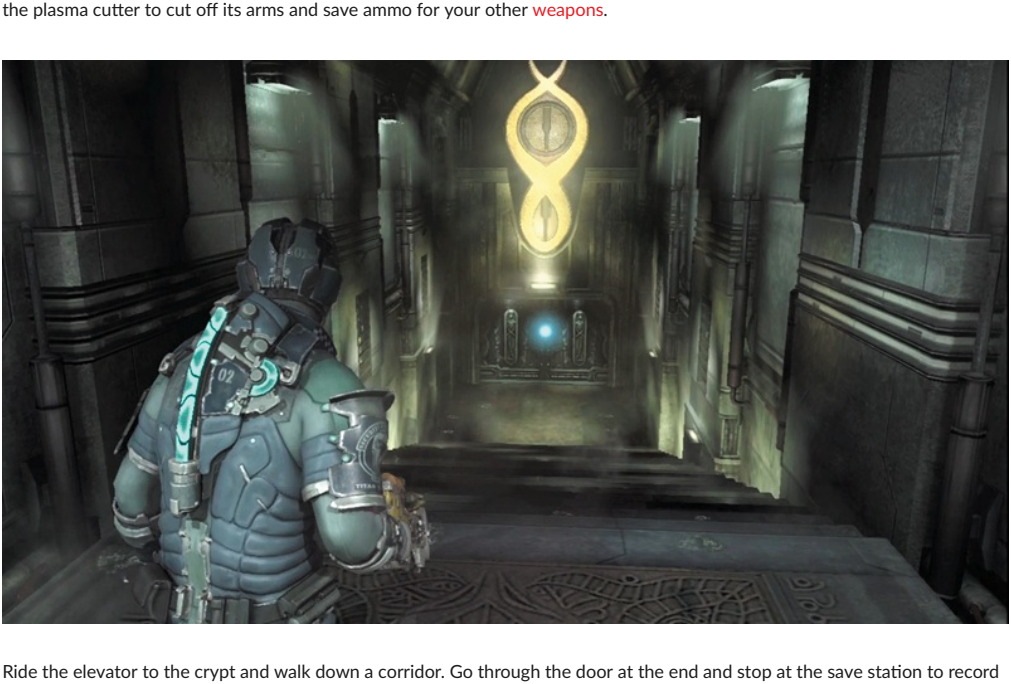
Two Slashers are also in this room. Taking them out is your top priority. Do this in any way you want, but heavy weaponry is recommended. Once they are down, switch back to the pulse rifle and pick off the remaining Swarm as they come toward you. Once the room is clear, pick up some credits near the front.

Security Alert

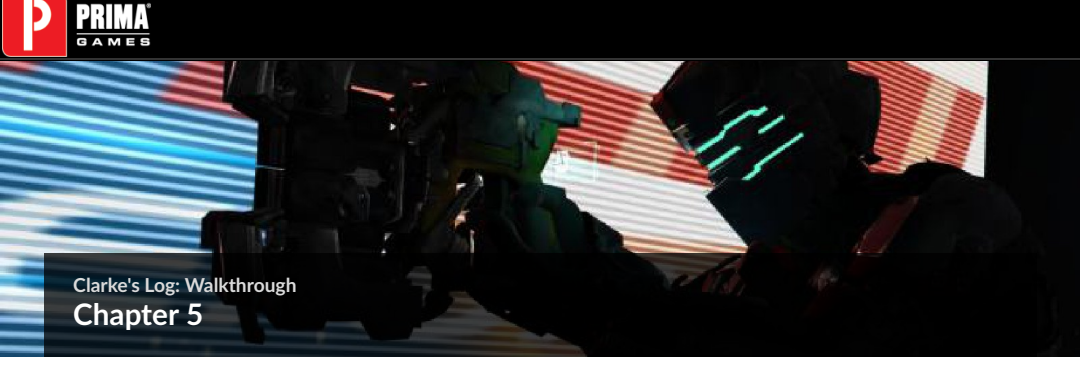
If there are any Swarm left, they may jump on the Slashers. This makes them more of a threat since the Swarm will soak up any shots you fire at the Slasher, effectively protecting it. If this occurs, use the alt fires for the javelin gun or line gun if possible to deal damage to the Swarm and the Slasher at the same time.

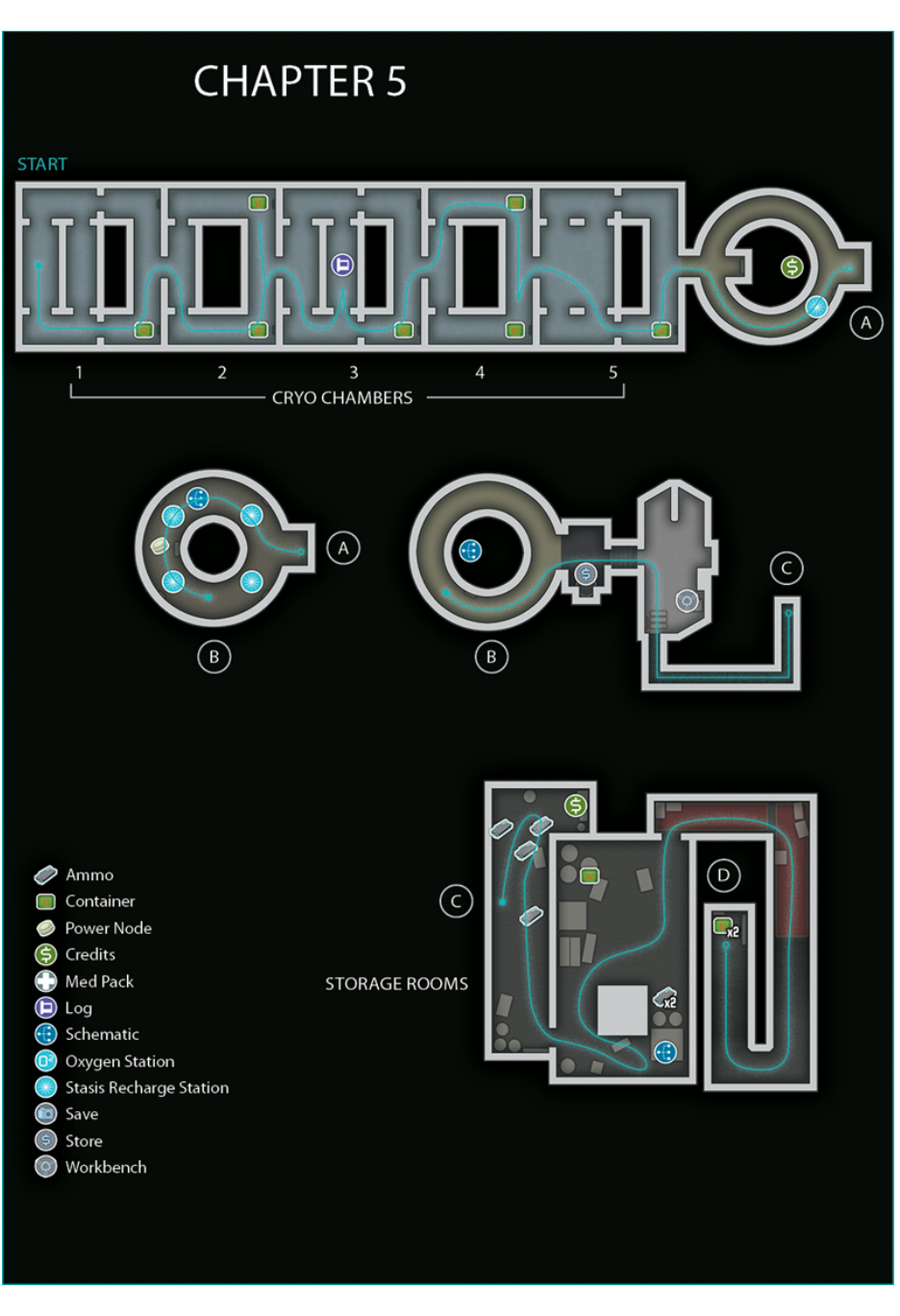


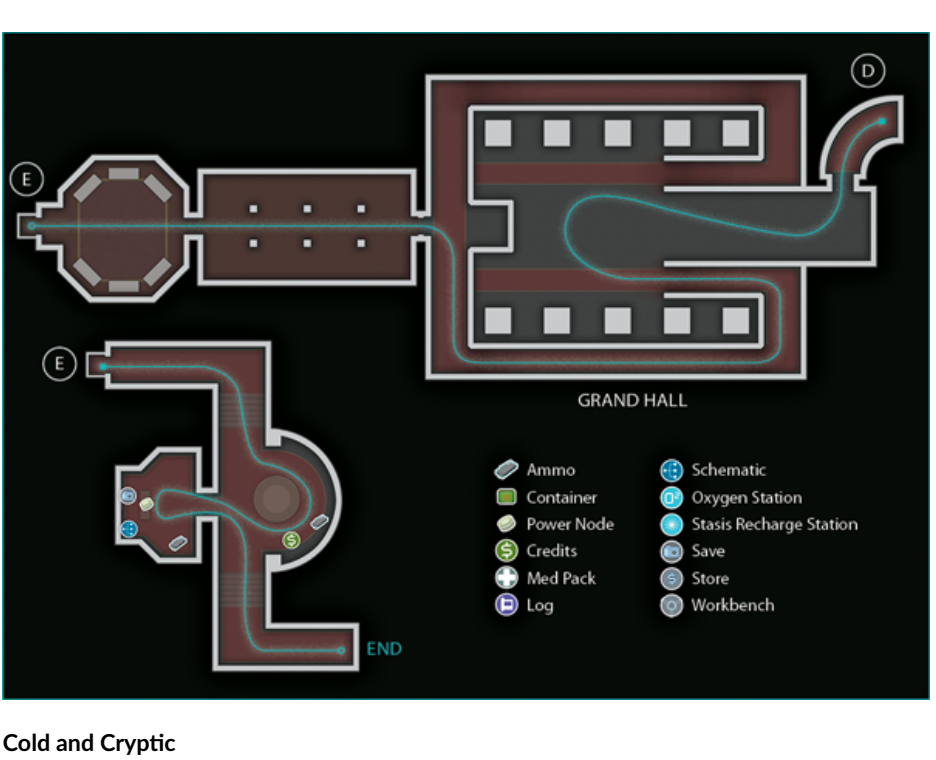
Walk around the back of the pulpit toward an elevator that will take you down to the crypts. There is a corpse on the ground. Shoot it from a distance since this Slasher is only playing dead. Take it out using tactics of your choice. You may want to use the plasma cutter to cut off its arms and save ammo for your other weapons.



Ride the elevator to the crypt and walk down a corridor. Go through the door at the end and stop at the save station to record your progress before beginning the next chapter.

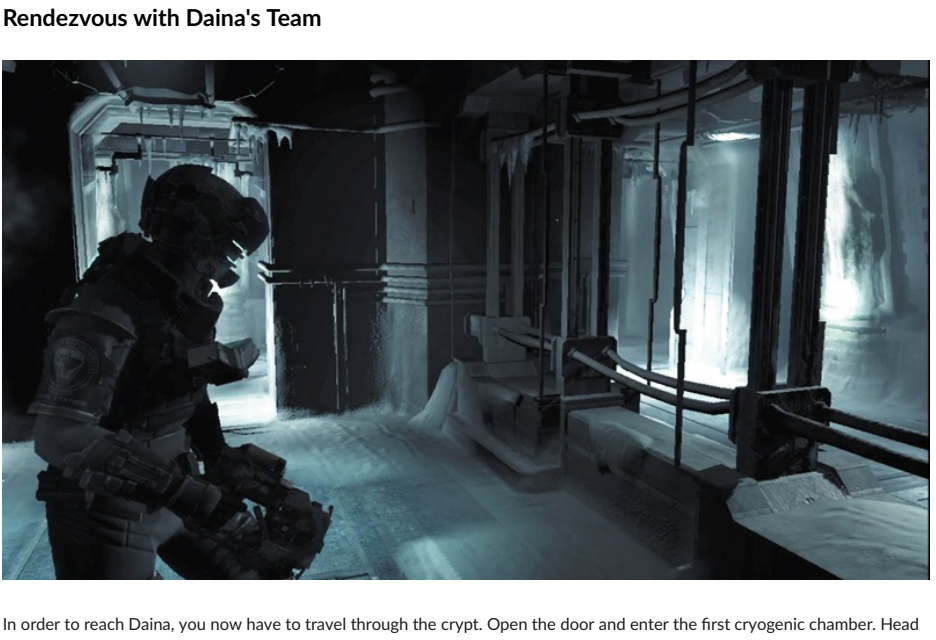




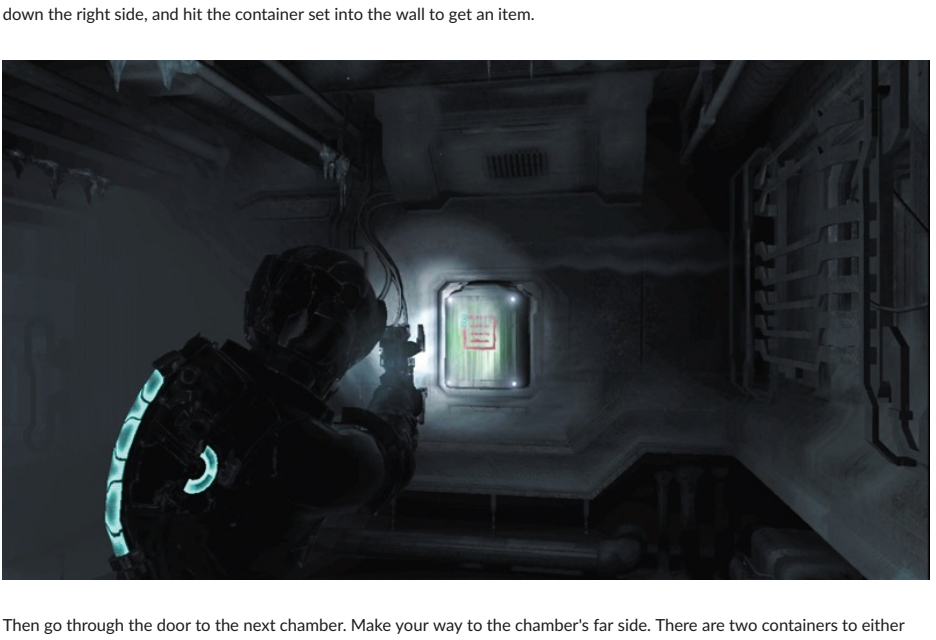


Cold and Cryptic

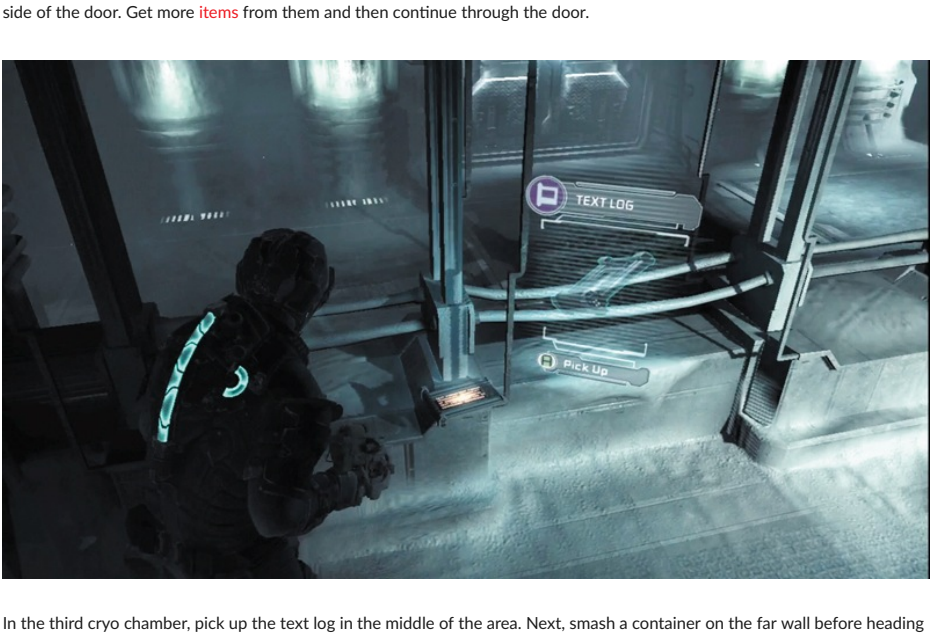
Rendezvous with Daina's Team



In order to reach Daina, you now have to travel through the crypt. Open the door and enter the first cryogenic chamber. Head down the right side, and hit the container set into the wall to get an item.



Then go through the door to the next chamber. Make your way to the chamber's far side. There are two containers to either side of the door. Get more items from them and then continue through the door.



In the third cryo chamber, pick up the text log in the middle of the area. Next, smash a container on the far wall before heading through a door into another cryo chamber.

// Text Log: Thawed Bodies

TPS Report: Crypt Ops Temperature

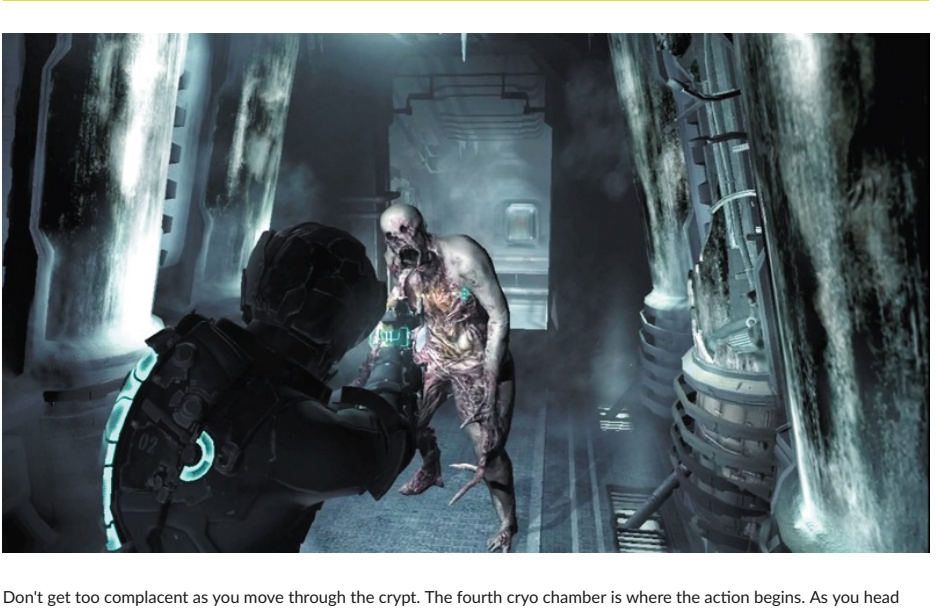
Crypt Officer: Sizzle, Jay

The software glitch that caused the thaw and loss of two bodies last week has returned. We were able to switch the majority of section 1 over to manual control before any significant rise in temperature.

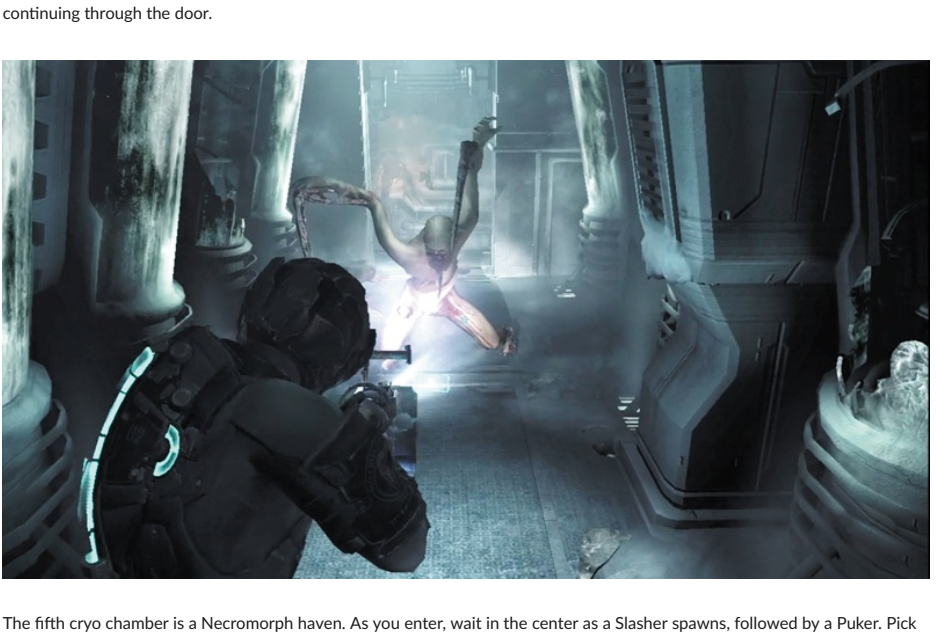
I still suspect the EarthGov officers who were denied access to the crypt last week are somehow responsible. It may prove to be otherwise, but the timing of their visit and the error is too coincidental.

We will reformat the operating system tonight, eliminating any chance of infectious software. I'll pull a triple shift to ensure all goes well.

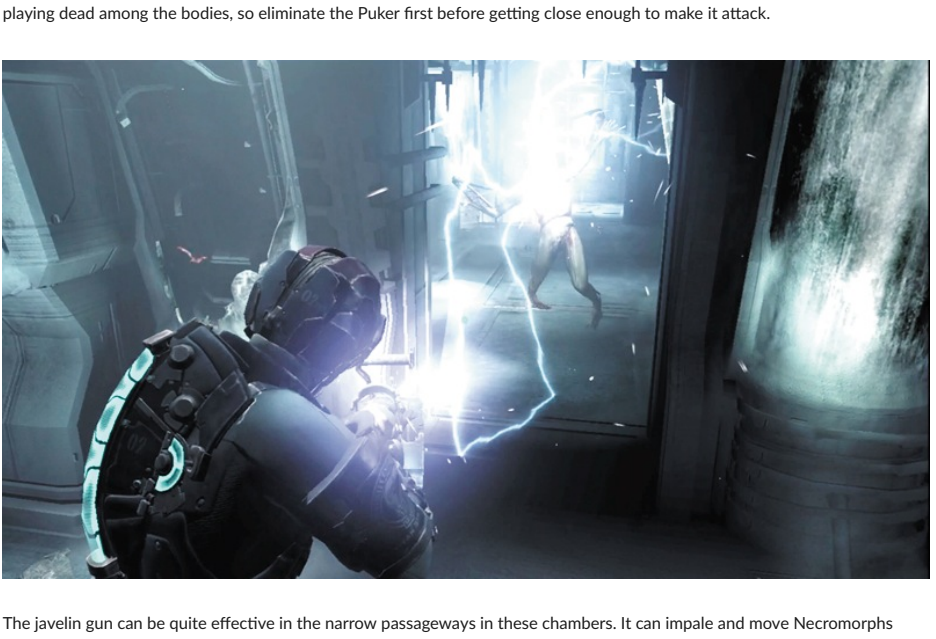
Sizzle out



Don't get too complacent as you move through the crypt. The fourth cryo chamber is where the action begins. As you head down one of the sides, a Puker jumps out from a cylinder to attack you. At this close range, hit it with stasis before it can launch acid at you, and quickly dismember it. There are two more containers along the far wall; snag their contents before continuing through the door.



The fifth cryo chamber is a Necromorph haven. As you enter, wait in the center as a Slasher spawns, followed by a Puker. Pick up a metal rod with kinesis and have it ready. There is another Puker in here as well as three more Slashers. The final Slasher is playing dead among the bodies, so eliminate the Puker first before getting close enough to make it attack.

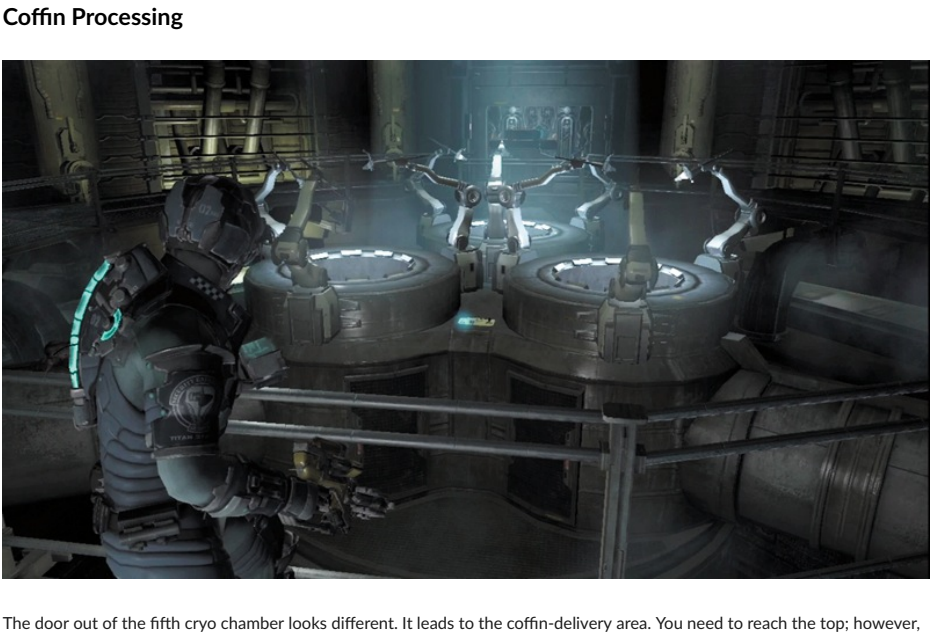


The javelin gun can be quite effective in the narrow passageways in these chambers. It can impale and move Necromorphs away from you. Electrify the javelin and you can damage several nearby Necromorphs as well. The line gun is also a great weapon for this area. Once you've killed all the enemies, pick up the items they drop. Don't forget to smash the container to the right of the doorway out of here.

Isaac's Log

Fighting in the cryo chambers in the crypt was tough. The Necromorphs came at me from different directions. I had to listen carefully to make sure some were not sneaking up behind me. Both the Pukers and the Slashers could move fast, so I had to be ready to shoot them on the fly. I did not have much time to dismember them limb by limb, so I used the heavier weapons that caused more damage.

Coffin Processing



The door out of the fifth cryo chamber looks different. It leads to the coffin-delivery area. You need to reach the top; however, the only way to do that is to turn off the gravity. The gravity controls have been locked out.

While you are considering your circumstances, pick up a text log by the gravity-control console. Walk around to the room's other side by the cargo lift and look toward the middle. Use kinesis to get a semiconductor and add it to your inventory.

// Text Log: Stuck Coffins

Facilities Work Order: 118745

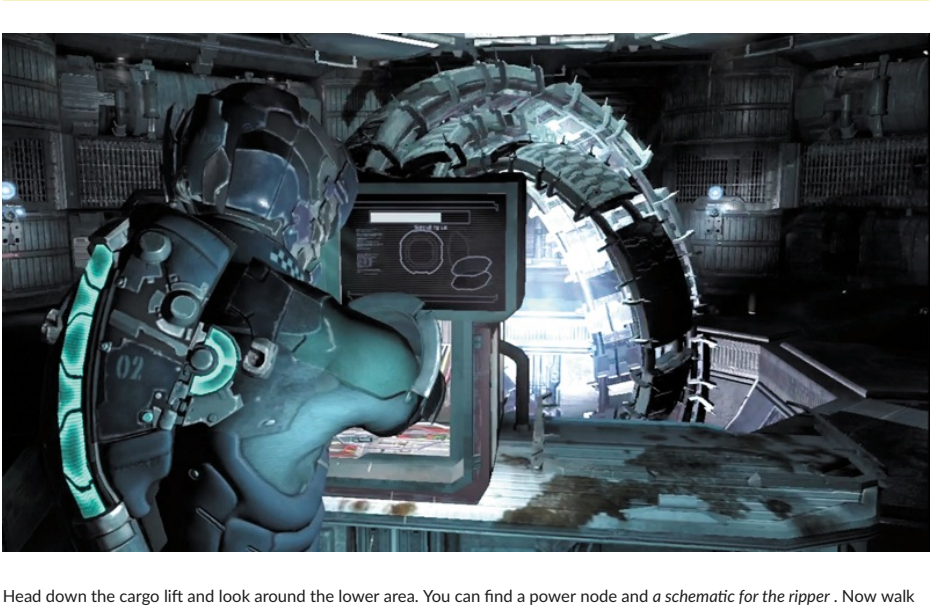
Problem: Crypt coffins getting stuck in the tracks

Repair Status : Examined the track system delivering coffins to the crypt. One coffin was jammed inside. Released gravity, TK'ed the coffin free (took several attempts, coffin damaged).

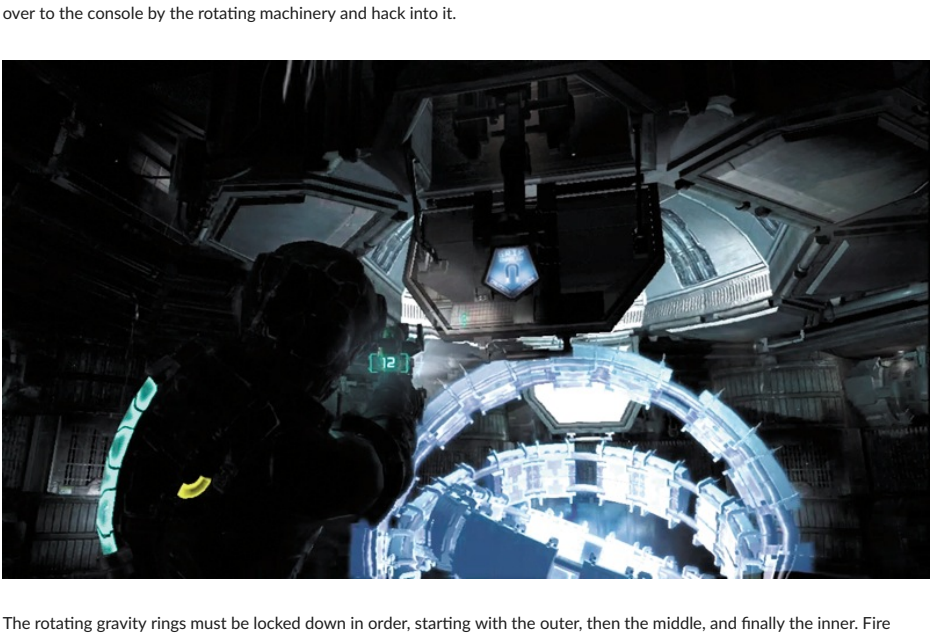
Examined the track system. Several support struts had broken free, warping the track. The cold of the crypts caused brittleness in the poorly executed original welds. Realigned the track, welded struts properly back in place. Tested five coffins; all passed smoothly.

Work completed, closing ticket.

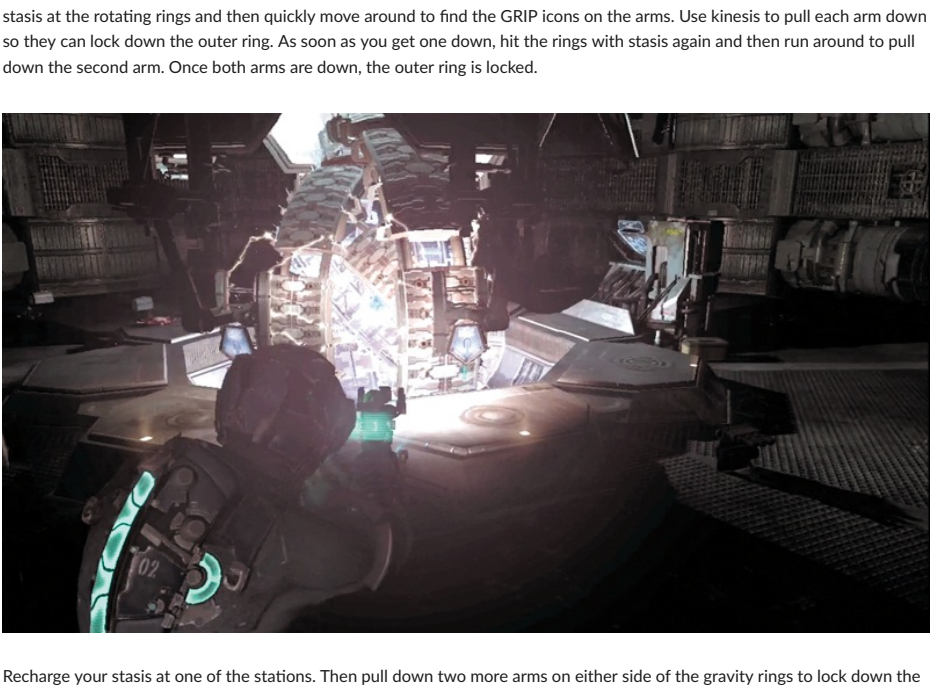
Estimated Completion: Done, 5 hours



Head down the cargo lift and look around the lower area. You can find a power node and *a schematic for the ripper* . Now walk over to the console by the rotating machinery and hack into it.



The rotating gravity rings must be locked down in order, starting with the outer, then the middle, and finally the inner. Fire stasis at the rotating rings and then quickly move around to find the GRIP icons on the arms. Use kinesis to pull each arm down so they can lock down the outer ring. As soon as you get one down, hit the rings with stasis again and then run around to pull down the second arm. Once both arms are down, the outer ring is locked.

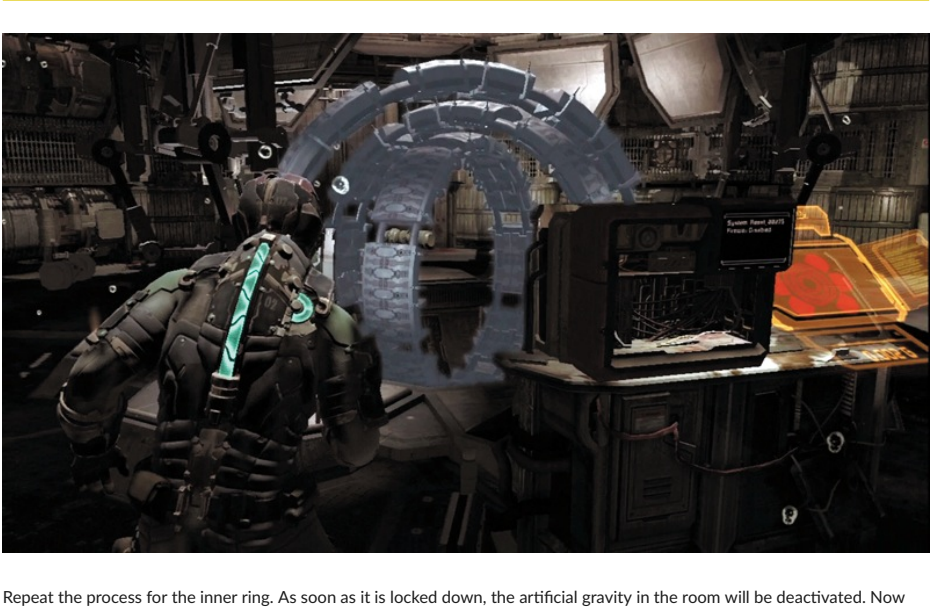


Recharge your stasis at one of the stations. Then pull down two more arms on either side of the gravity rings to lock down the middle ring. Remember to use stasis as you run from the first arm to the second to lock it down.

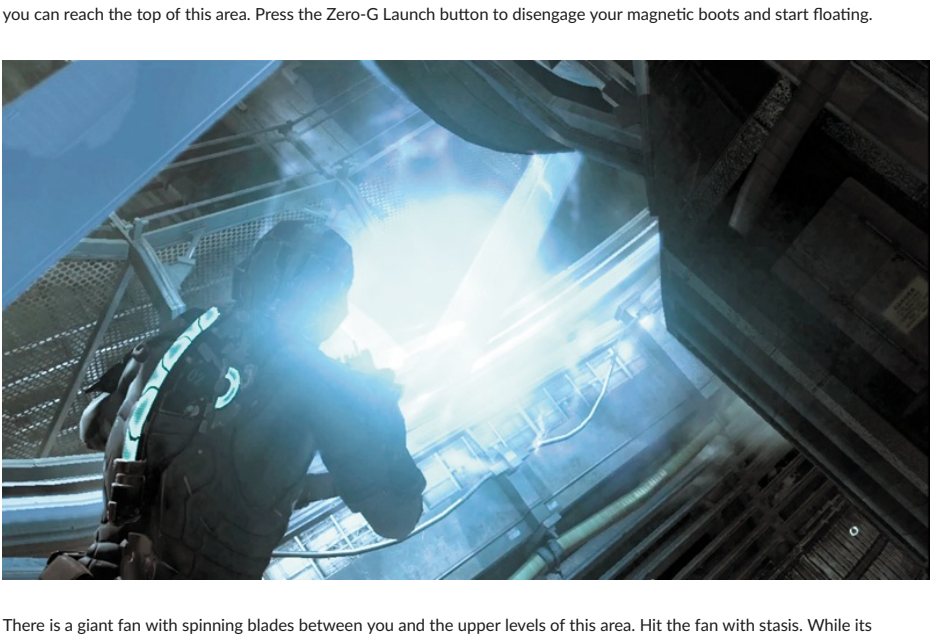
Isaac's Log

While I was trying to lock down the gravity rings, I had to make sure the rings were in stasis until I could get both arms down and onto a ring. Therefore, I had to move quickly and keep recharging my stasis module. Once one ring was locked down, I could let the others keep rotating until I was ready to lock down the next one.

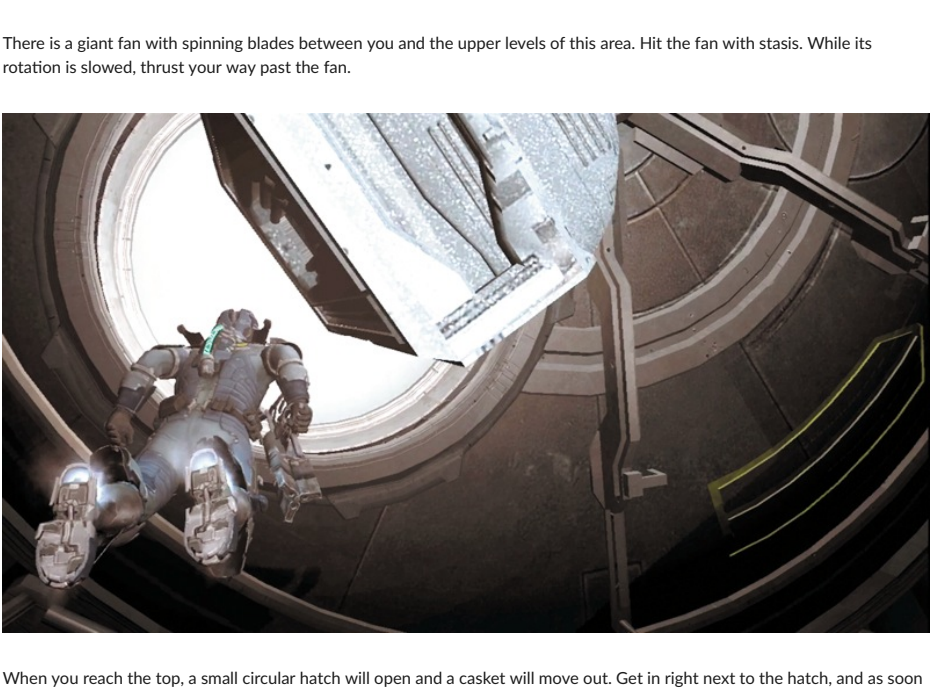
I made sure my stasis module was fully charged before I started on another ring. Looking at the console was helpful during the process, since it showed me the locations, in order, of the arms I needed to pull down with kinesis for each ring.



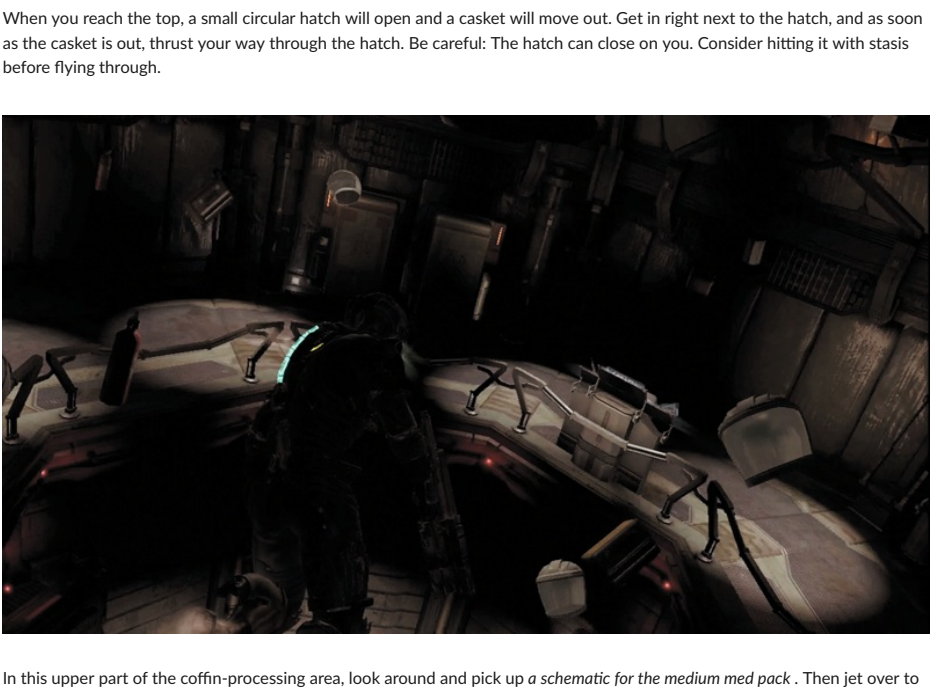
Repeat the process for the inner ring. As soon as it is locked down, the artificial gravity in the room will be deactivated. Now you can reach the top of this area. Press the Zero-G Launch button to disengage your magnetic boots and start floating.



There is a giant fan with spinning blades between you and the upper levels of this area. Hit the fan with stasis. While its rotation is slowed, thrust your way past the fan.



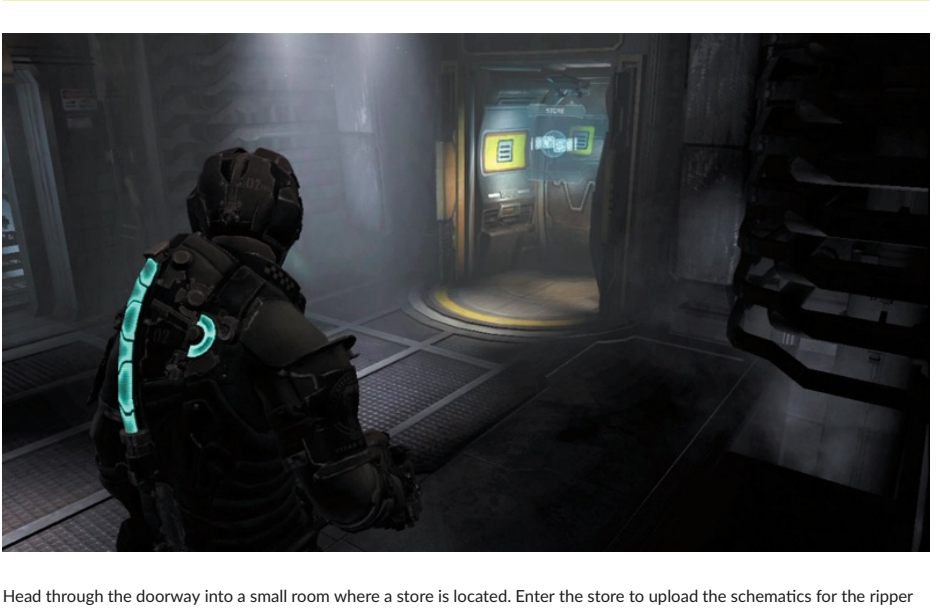
When you reach the top, a small circular hatch will open and a casket will move out. Get in right next to the hatch, and as soon as the casket is out, thrust your way through the hatch. Be careful: The hatch can close on you. Consider hitting it with stasis before flying through.



In this upper part of the coffin-processing area, look around and pick up *a schematic for the medium med pack* . Then jet over to a console and press the Zero-G Launch button again to activate your boot magnets. Press the Action button while standing next to the console to reactivate the artificial gravity in the area. Daina will then contact you and tell you to follow your locator.

Isaac's Log

When operating in Zero-G, it can be tough to get items that are floating about. I found that using kinesis to pull the objects to me was much easier than trying to move through the air to pick them up by hand.



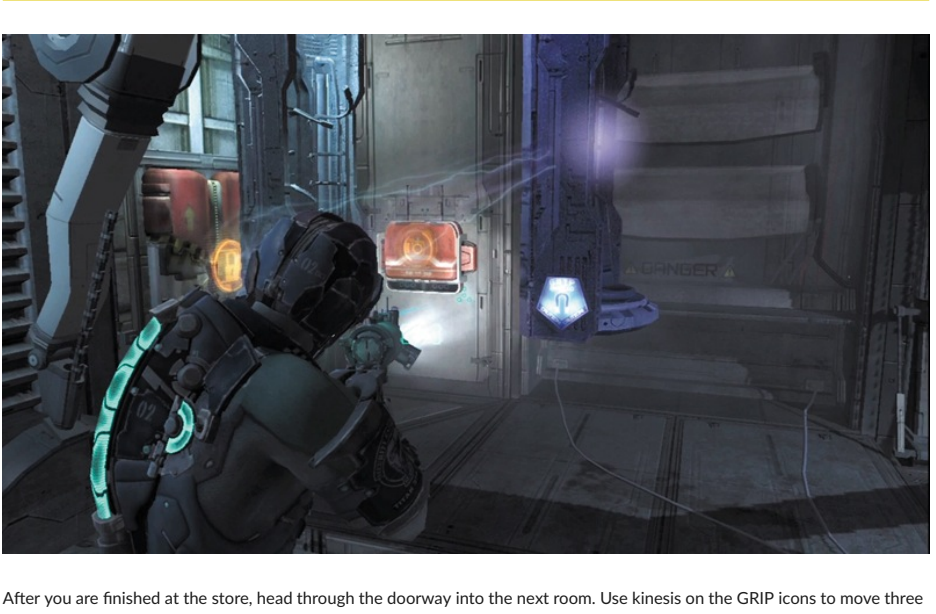
Head through the doorway into a small room where a store is located. Enter the store to upload the schematics for the ripper and the medium med pack. Also, sell the semiconducter you picked up. It is a good idea to purchase the ripper, as it is great for close-quarters combat.

You will have to move one of your current weapons to your safe, which you can access through the store as well. Leave either the pulse rifle or the javelin gun behind. Remember to move any ammo for that weapon to the safe so you have room in your inventory slots.

Isaac's Log

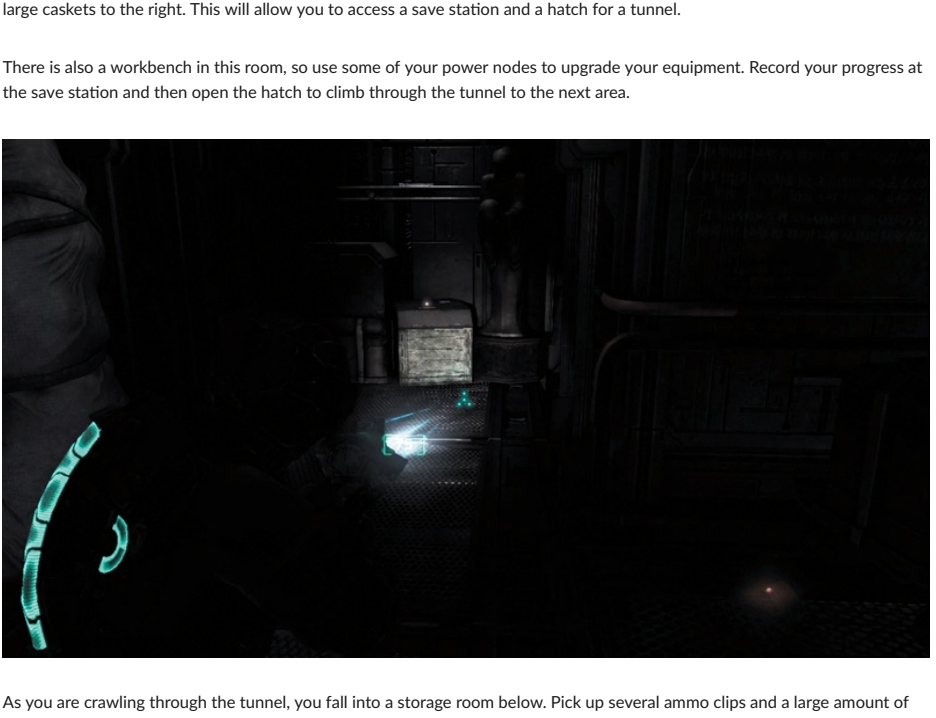
The ripper was the best weapon for fighting up close. When you use it, a saw blade spins and hovers a couple feet in front of you. The blade cuts right through Necromorphs, causing damage. This hovering saw blade will last for a few seconds.

Then you will have to deploy another by pressing the Fire button. If you press the Alt-Fire button, you can launch a spinning saw blade that will cut enemies at a distance.

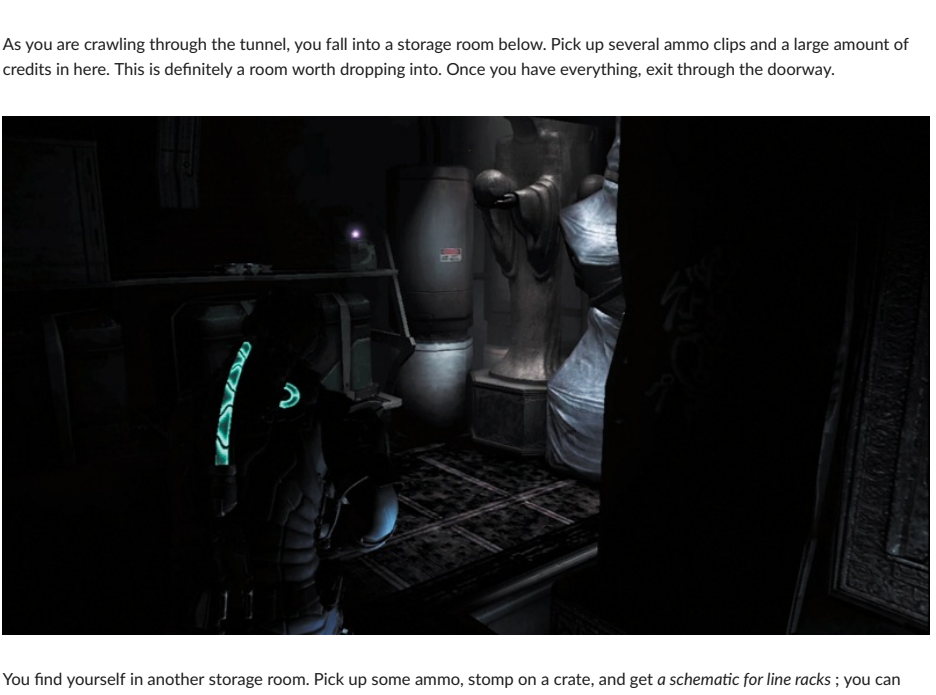


After you are finished at the store, head through the doorway into the next room. Use kinesis on the GRIP icons to move three large caskets to the right. This will allow you to access a save station and a hatch for a tunnel.

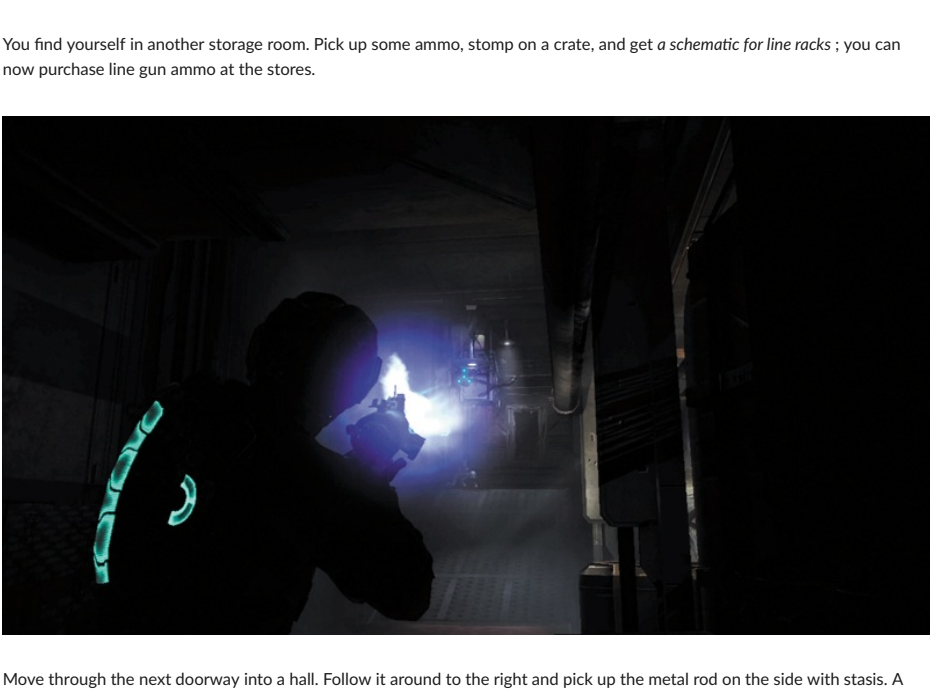
There is also a workbench in this room, so use some of your power nodes to upgrade your equipment. Record your progress at the save station and then open the hatch to climb through the tunnel to the next area.



As you are crawling through the tunnel, you fall into a storage room below. Pick up several ammo clips and a large amount of credits in here. This is definitely a room worth dropping into. Once you have everything, exit through the doorway.



You find yourself in another storage room. Pick up some ammo, stomp on a crate, and get *a schematic for line racks* ; you can now purchase line gun ammo at the stores.



Move through the next doorway into a hall. Follow it around to the right and pick up the metal rod on the side with stasis. A couple of Lurkers will come out, climbing on the walls and ceiling. Launch the metal rod at one to kill it, and then kill the second with one of your weapons.

As you advance along the hallway, a Slasher will appear. Take it down and then continue to the end where you will find a couple crates to stomp for some items.

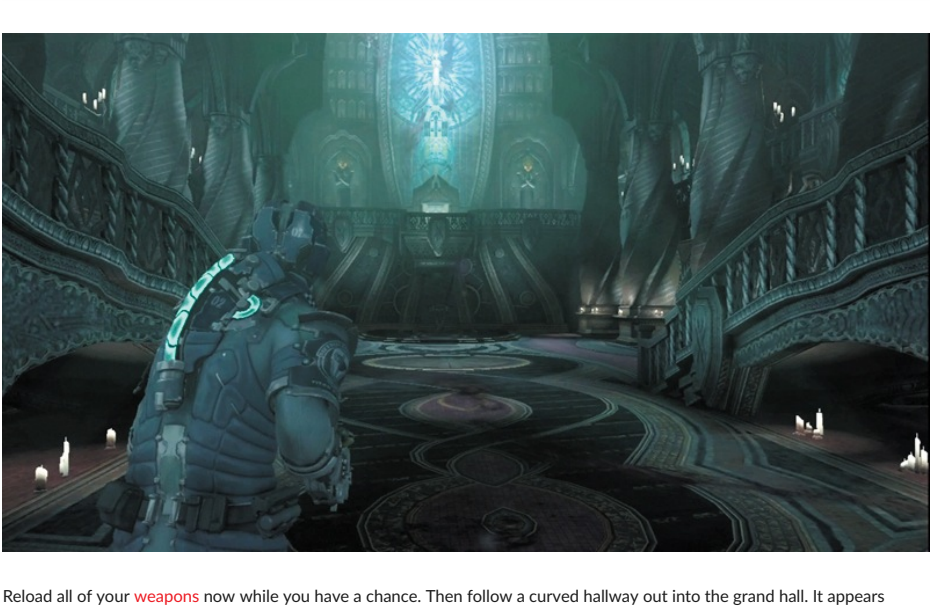
Isaac's Log

Lurkers are small but can cause a lot of trouble. Their ability to crawl on walls and ceilings allows them to position themselves in places that are hard for you to see them. As they fire projectiles from their three tentacles, you can trace the trajectory back to the Lurker to detect it.

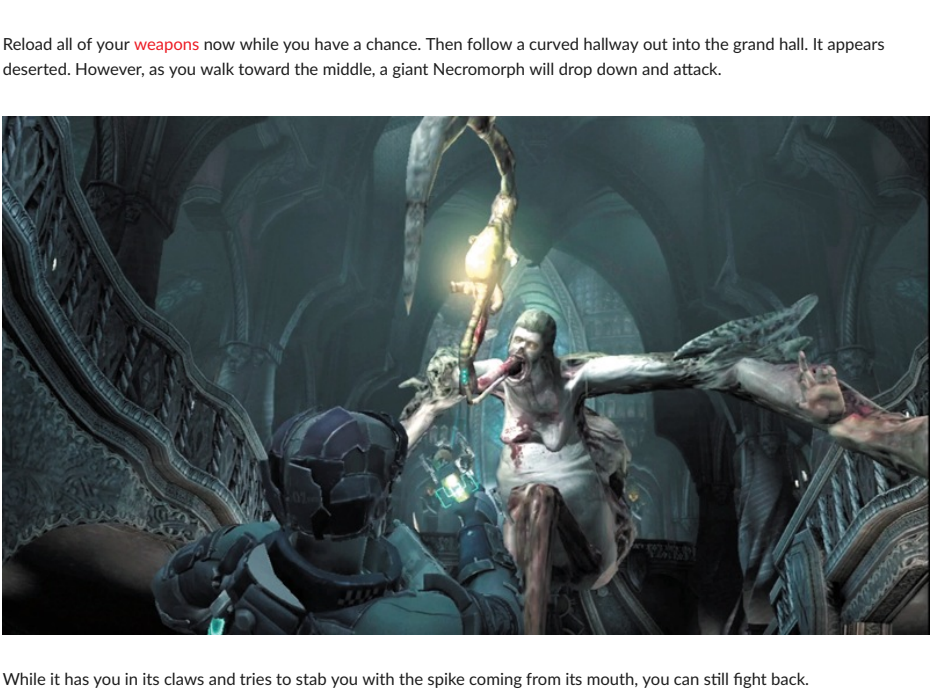
A rod or javelin through the body will usually kill them. You can also cut off their tentacles with the plasma cutter or line gun to defeat them.

// Clean Cut

To earn the Clean Cut Achievement/Trophy, you must sever all three tentacles of a Lurker with one primary-fire shot from the line gun. If you have the line gun, this is an excellent opportunity to earn this award.

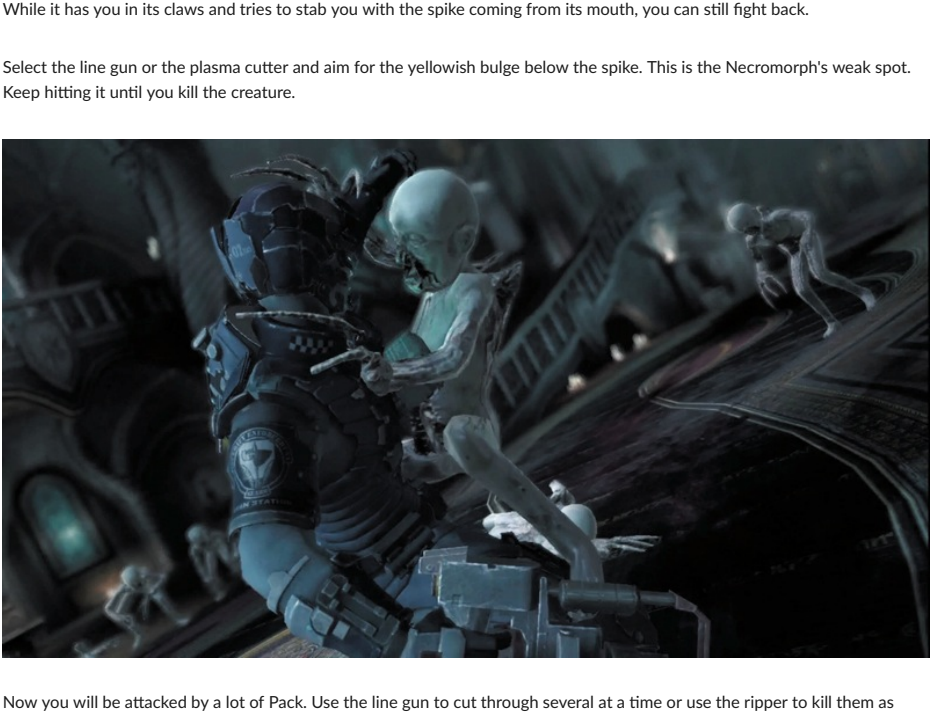


Reload all of your weapons now while you have a chance. Then follow a curved hallway out into the grand hall. It appears deserted. However, as you walk toward the middle, a giant Necromorph will drop down and attack.



While it has you in its claws and tries to stab you with the spike coming from its mouth, you can still fight back.

Select the line gun or the plasma cutter and aim for the yellowish bulge below the spike. This is the Necromorph's weak spot. Keep hitting it until you kill the creature.

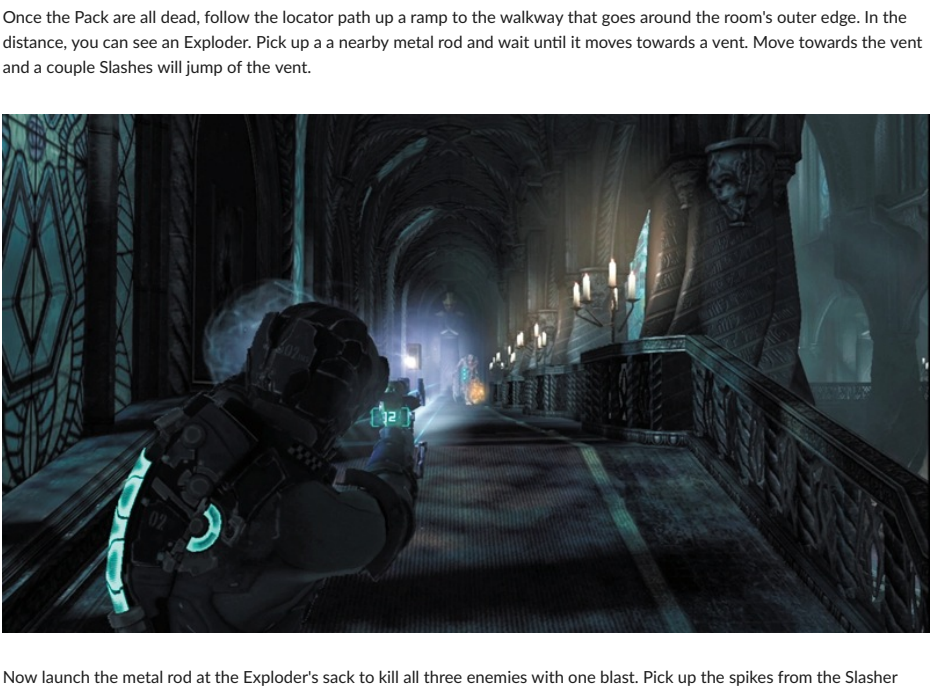


Now you will be attacked by a lot of Pack. Use the line gun to cut through several at a time or use the ripper to kill them as they get in close. Try to back into a wall so you aren't completely surrounded by these enemies.

// Lawnmower Man

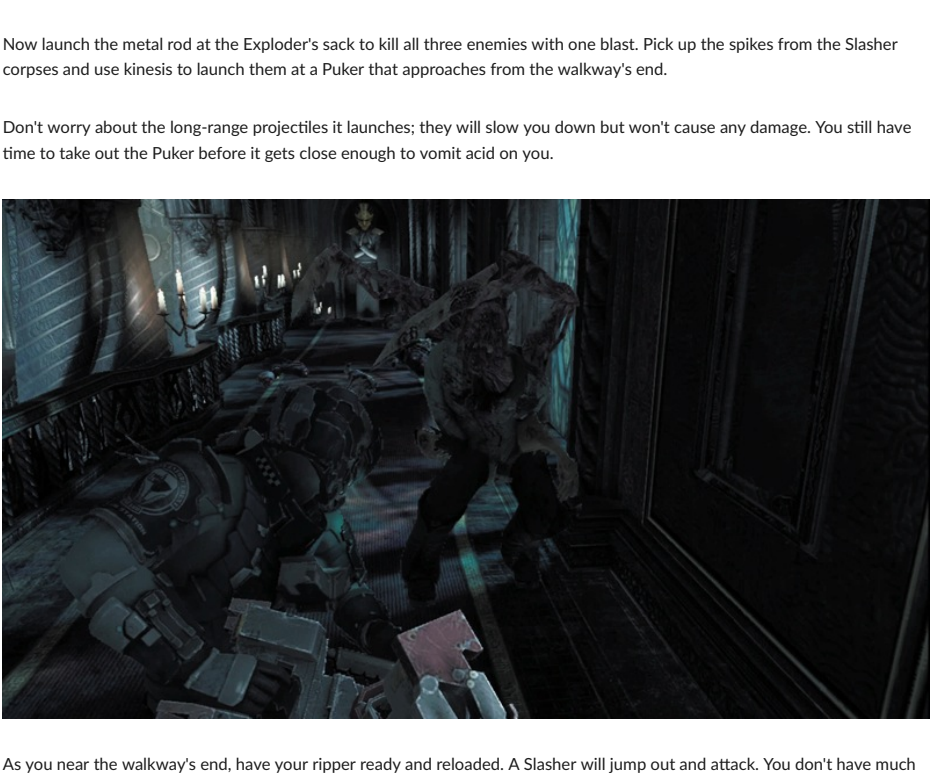
To earn the Lawnmower Man Achievement/Trophy, you must kill four Necromorphs with the same ripper blade. The Pack is an excellent opportunity to do this, since they will run right into your blade. You can easily kill more than the four required here.

Once the Pack are all dead, follow the locator path up a ramp to the walkway that goes around the room's outer edge. In the distance, you can see an Exploder. Pick up a a nearby metal rod and wait until it moves towards a vent. Move towards the vent and a couple Slashes will jump of the vent.

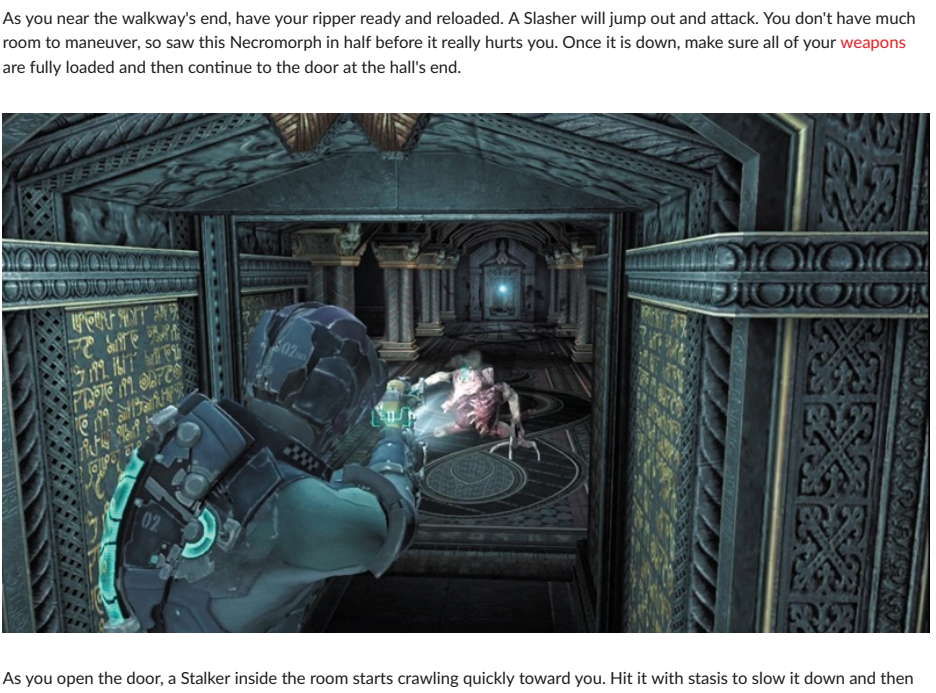


Now launch the metal rod at the Exploder's sack to kill all three enemies with one blast. Pick up the spikes from the Slasher corpses and use kinesis to launch them at a Puker that approaches from the walkway's end.

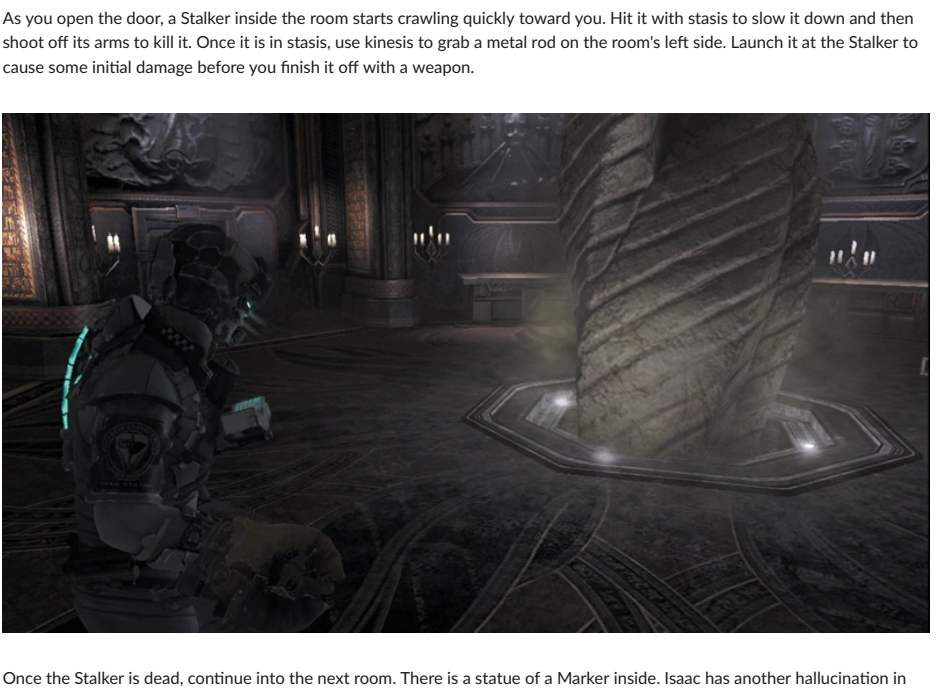
Don't worry about the long-range projectiles it launches; they will slow you down but won't cause any damage. You still have time to take out the Puker before it gets close enough to vomit acid on you.



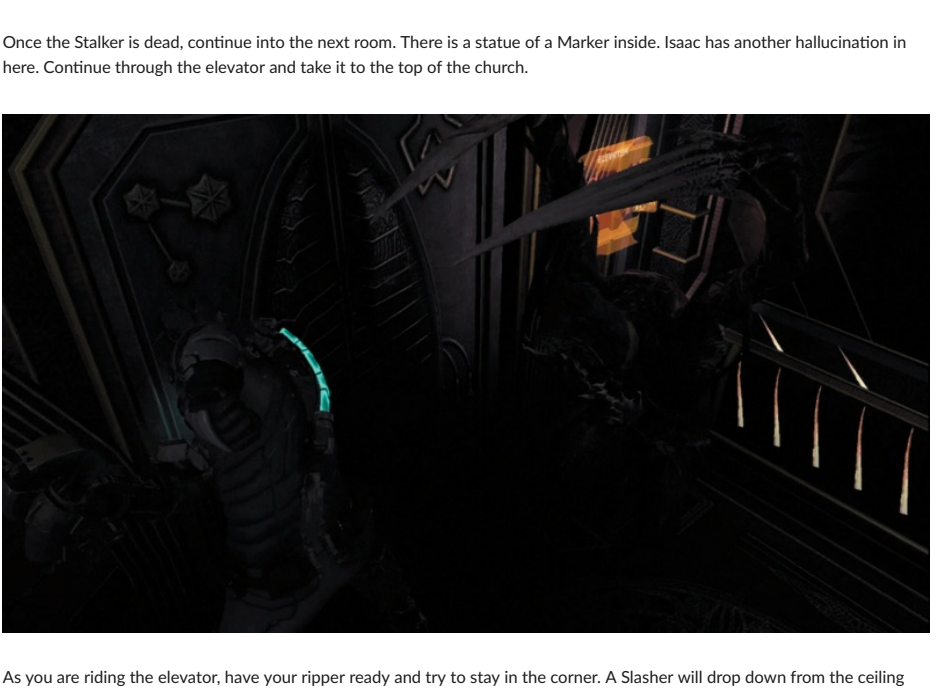
As you near the walkway's end, have your ripper ready and reloaded. A Slasher will jump out and attack. You don't have much room to maneuver, so saw this Necromorph in half before it really hurts you. Once it is down, make sure all of your weapons are fully loaded and then continue to the door at the hall's end.



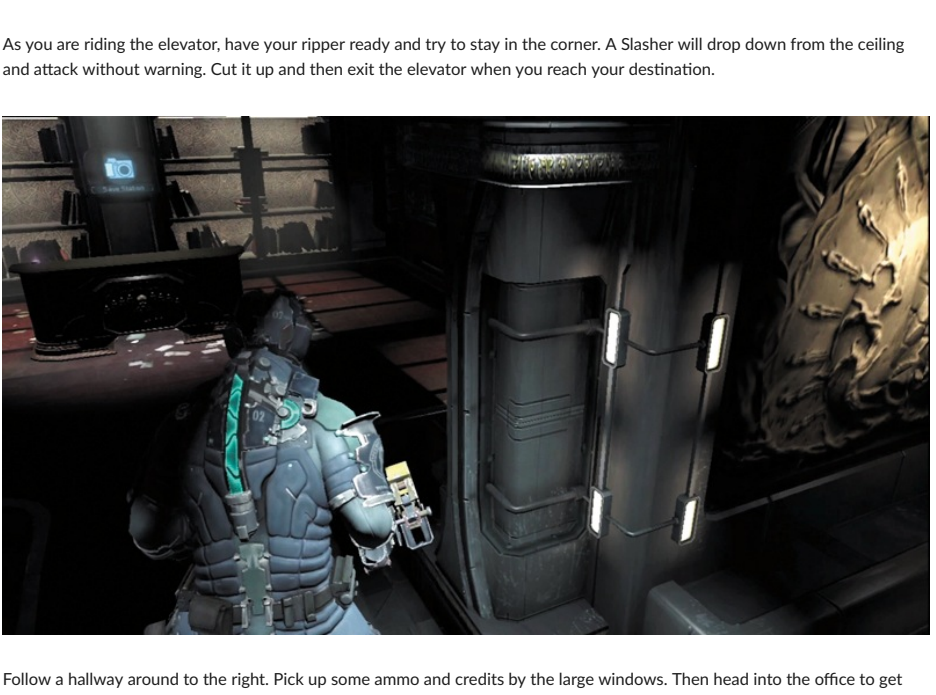
As you open the door, a Stalker inside the room starts crawling quickly toward you. Hit it with stasis to slow it down and then shoot off its arms to kill it. Once it is in stasis, use kinesis to grab a metal rod on the room's left side. Launch it at the Stalker to cause some initial damage before you finish it off with a weapon.



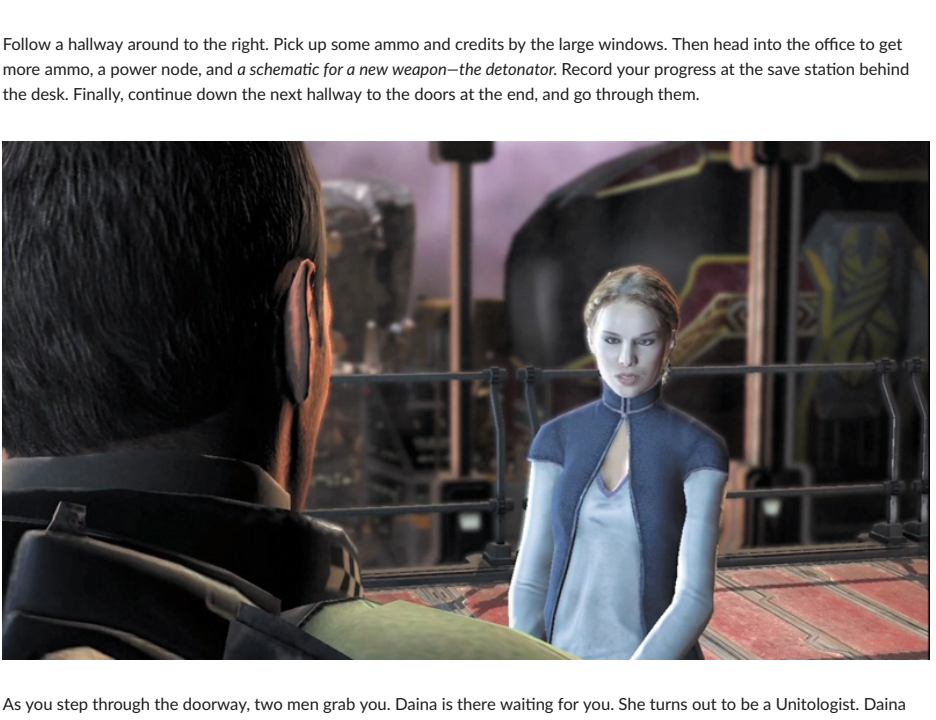
Once the Stalker is dead, continue into the next room. There is a statue of a Marker inside. Isaac has another hallucination in here. Continue through the elevator and take it to the top of the church.



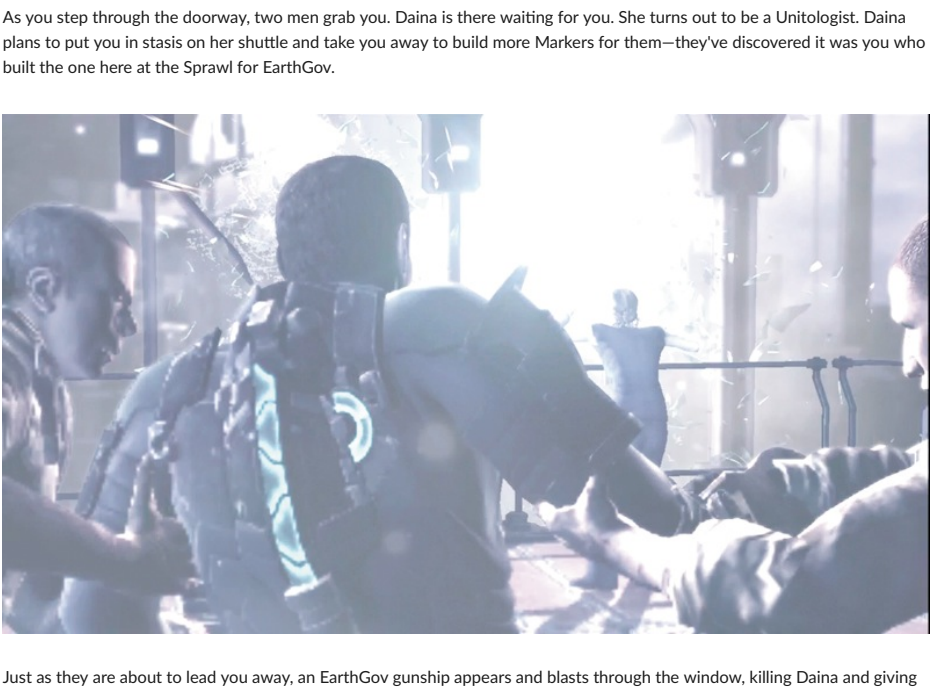
As you are riding the elevator, have your ripper ready and try to stay in the corner. A Slasher will drop down from the ceiling and attack without warning. Cut it up and then exit the elevator when you reach your destination.



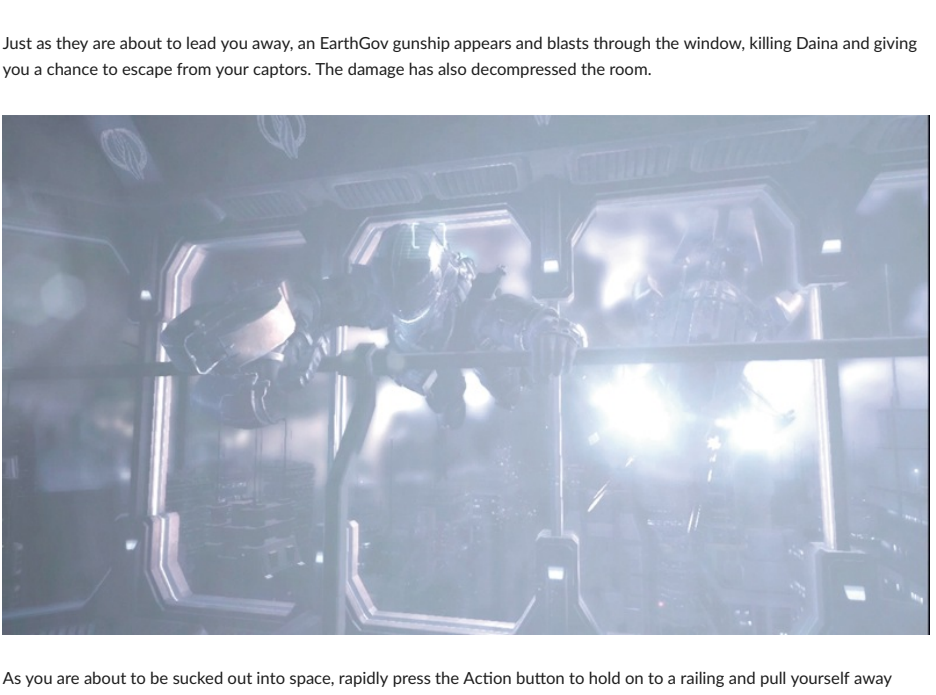
Follow a hallway around to the right. Pick up some ammo and credits by the large windows. Then head into the office to get more ammo, a power node, and *a schematic for a new weapon—the detonator.* Record your progress at the save station behind the desk. Finally, continue down the next hallway to the doors at the end, and go through them.



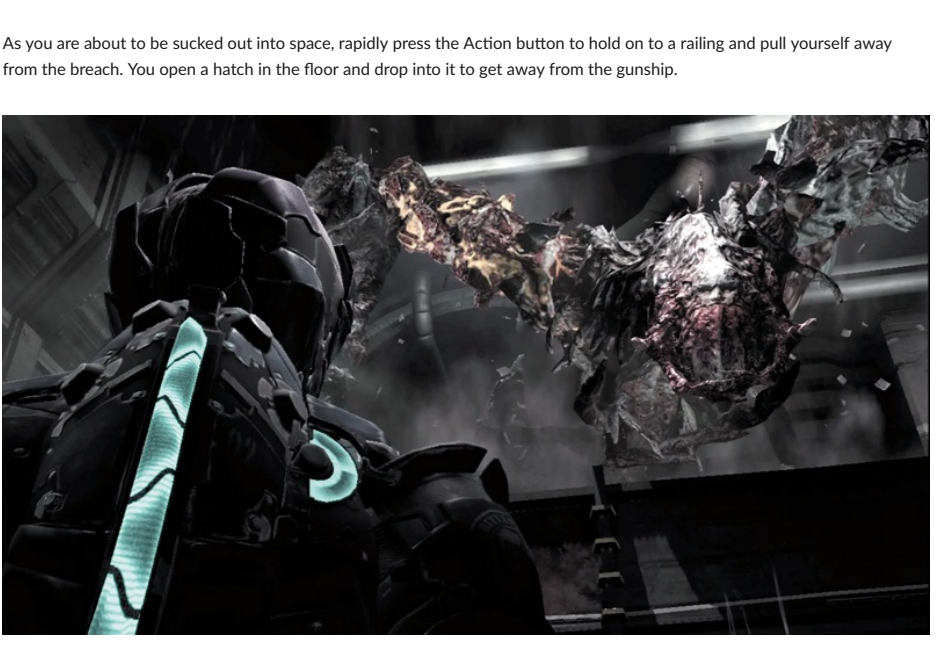
As you step through the doorway, two men grab you. Daina is there waiting for you. She turns out to be a Unitologist. Daina plans to put you in stasis on her shuttle and take you away to build more Markers for them—they've discovered it was you who built the one here at the Sprawl for EarthGov.

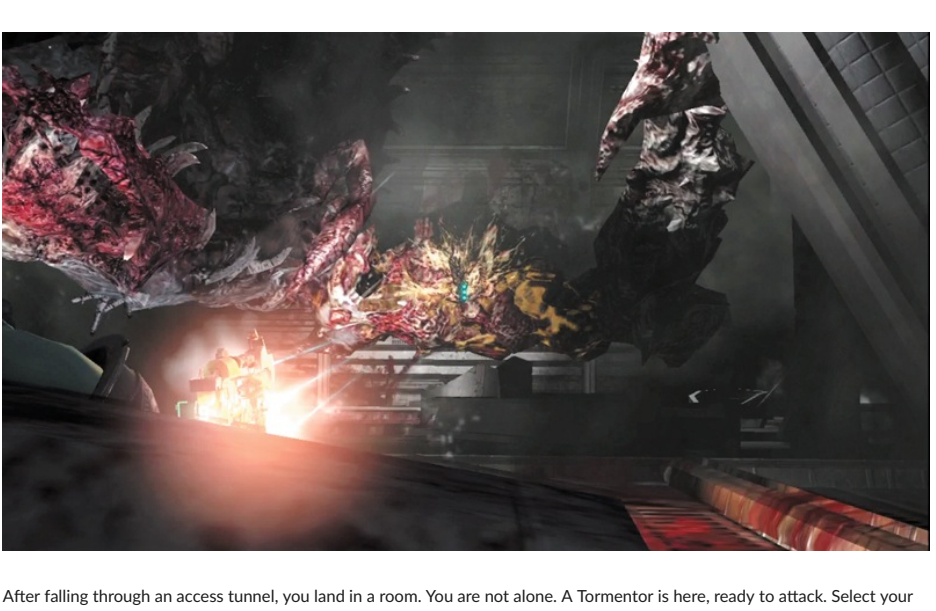


Just as they are about to lead you away, an EarthGov gunship appears and blasts through the window, killing Daina and giving you a chance to escape from your captors. The damage has also decompressed the room.

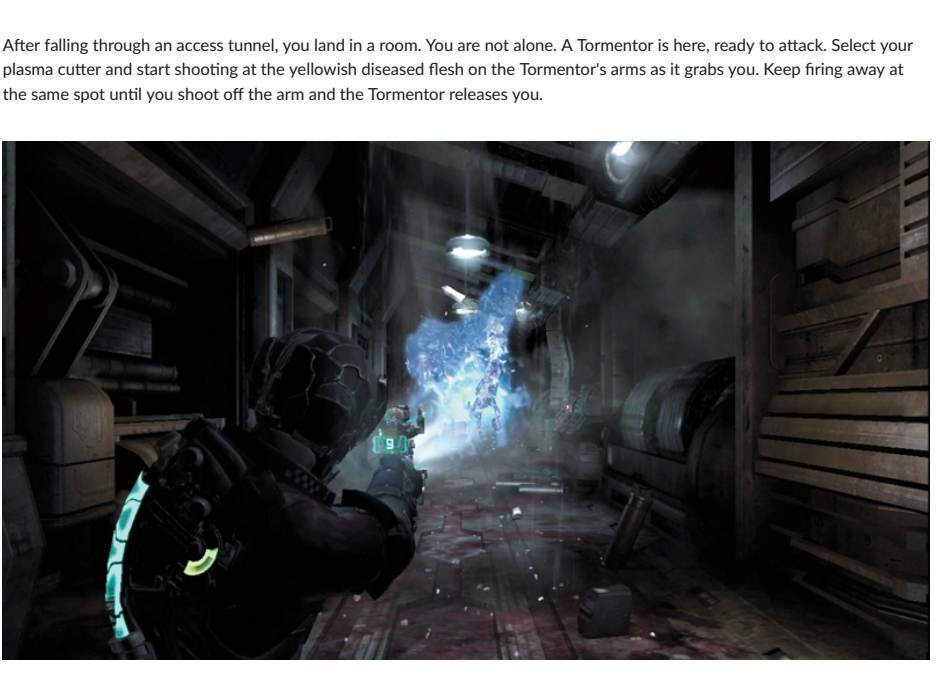


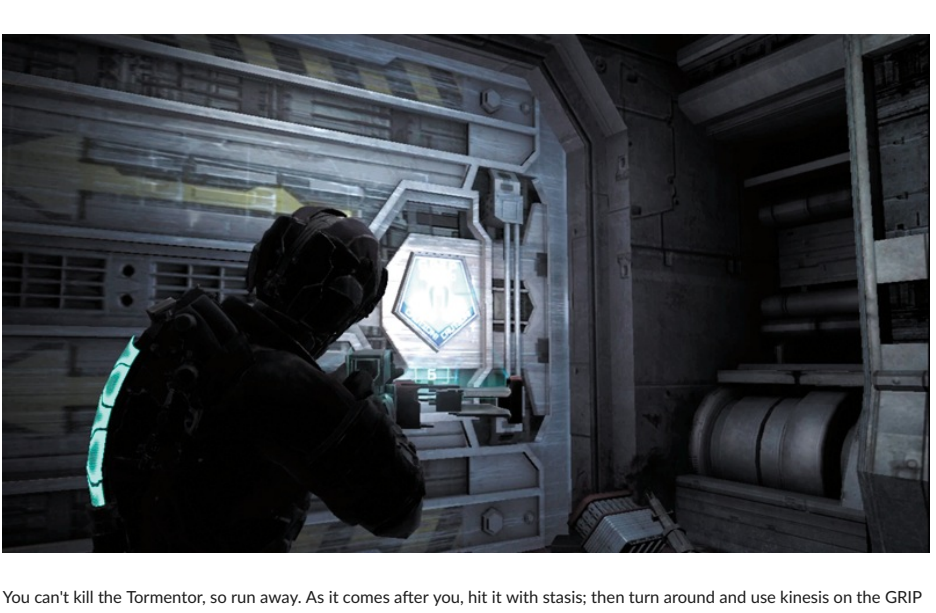
As you are about to be sucked out into space, rapidly press the Action button to hold on to a railing and pull yourself away from the breach. You open a hatch in the floor and drop into it to get away from the gunship.



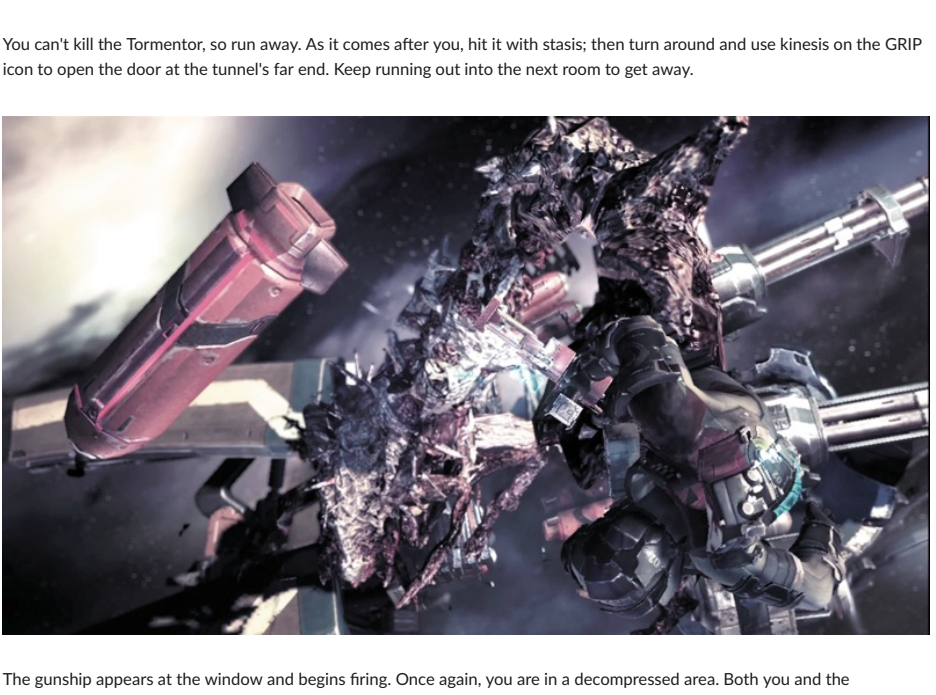


After falling through an access tunnel, you land in a room. You are not alone. A Tormentor is here, ready to attack. Select your plasma cutter and start shooting at the yellowish diseased flesh on the Tormentor's arms as it grabs you. Keep firing away at the same spot until you shoot off the arm and the Tormentor releases you.

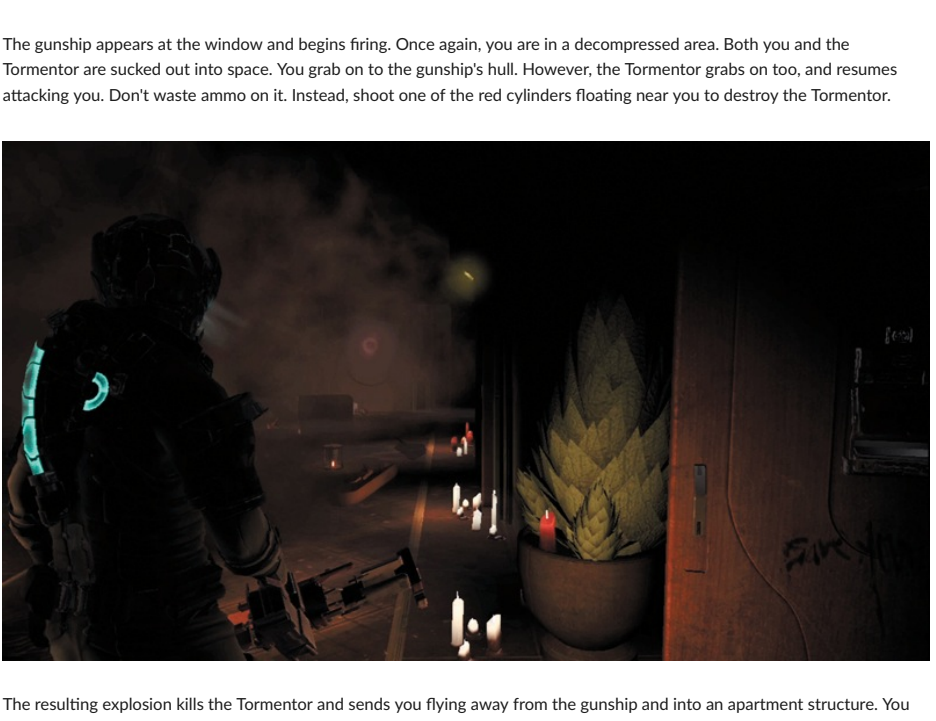




You can't kill the Tormentor, so run away. As it comes after you, hit it with stasis; then turn around and use kinesis on the GRIP icon to open the door at the tunnel's far end. Keep running out into the next room to get away.



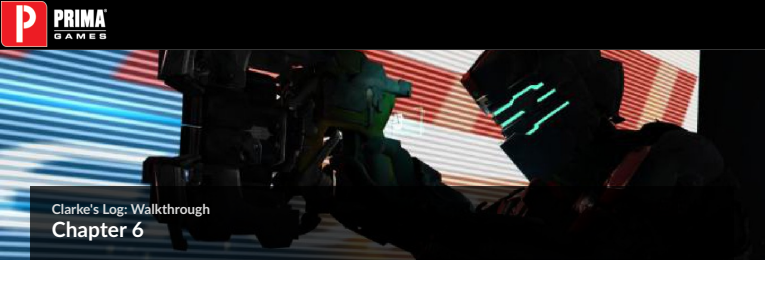
The gunship appears at the window and begins firing. Once again, you are in a decompressed area. Both you and the Tormentor are sucked out into space. You grab on to the gunship's hull. However, the Tormentor grabs on too, and resumes attacking you. Don't waste ammo on it. Instead, shoot one of the red cylinders floating near you to destroy the Tormentor.

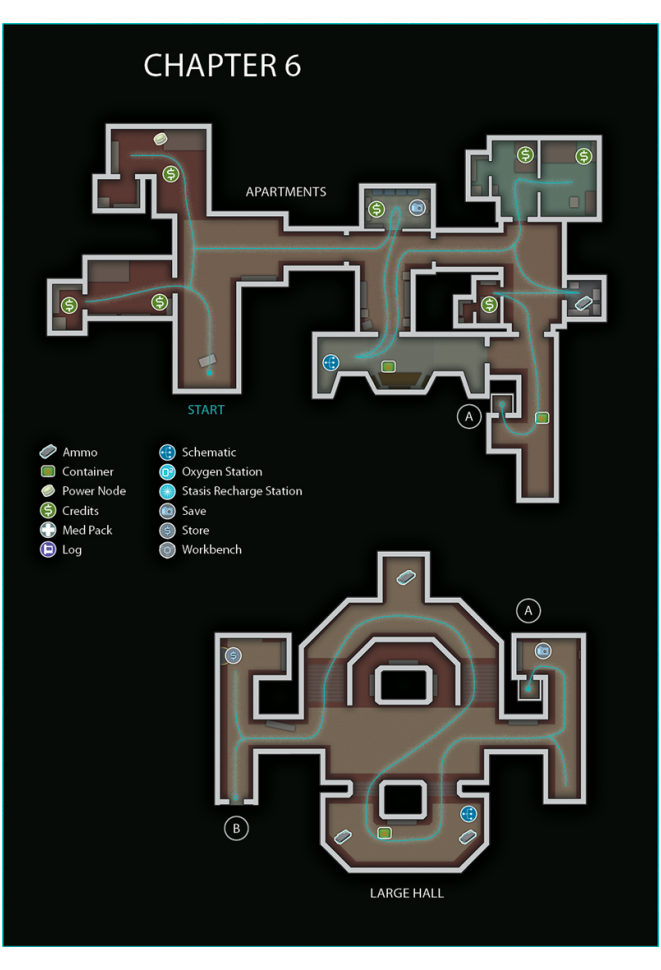


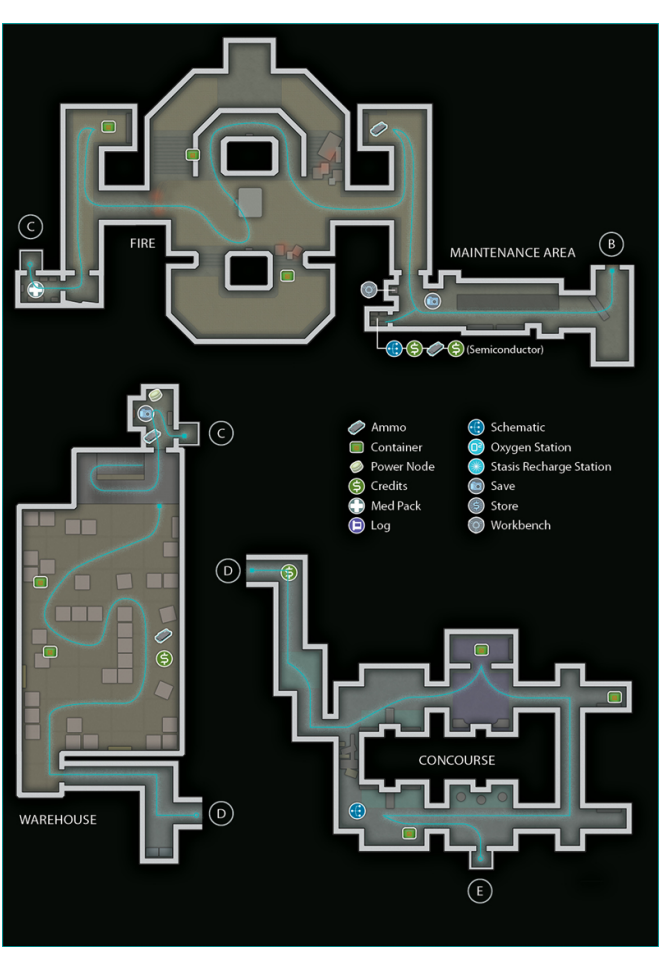
The resulting explosion kills the Tormentor and sends you flying away from the gunship and into an apartment structure. You are still on the Sprawl, but at least you are alive.

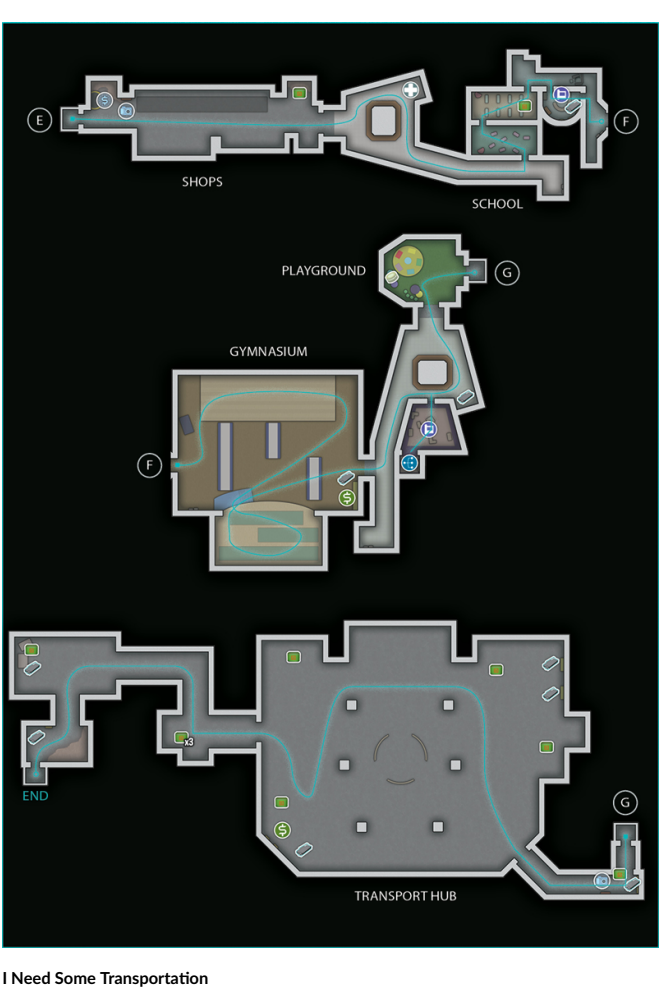
// Torment Me No More

After killing the Tormentor at the end of this chapter, you will be rewarded with the Torment Me No More Achievement/Trophy. After that big fight, you truly deserve an award.







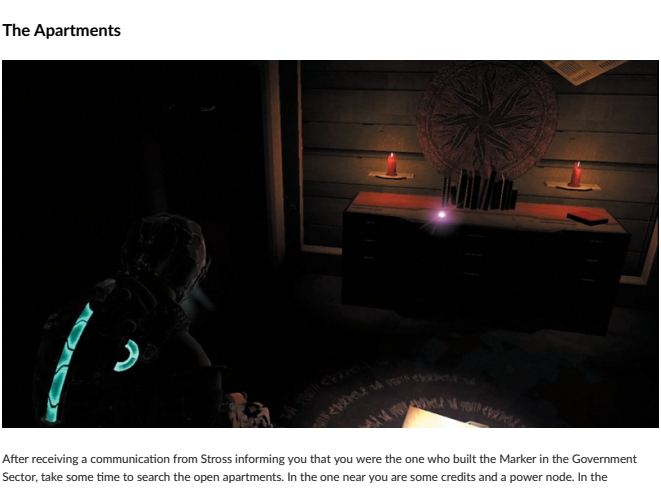


I Need Some Transportation

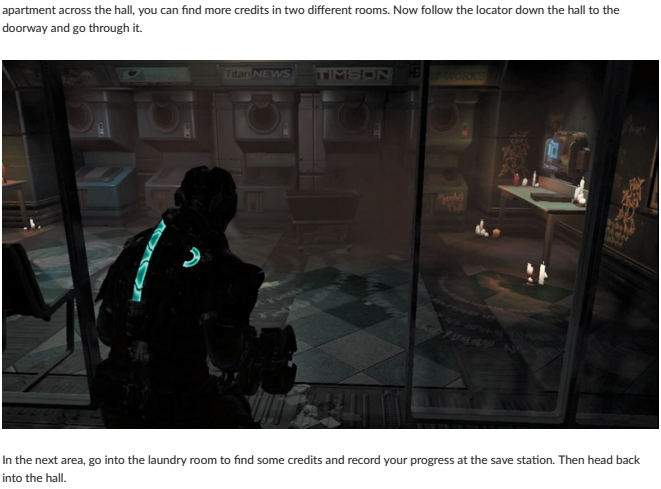
Find a route to the transport hub

If there's really a Marker in the Government Sector, and I'm the one responsible for creating it, then I have to find a way to destroy it. I need to reach the Government Sector before it is too late. With all the shuttles gone, the Sprawl transport hub is my best bet.

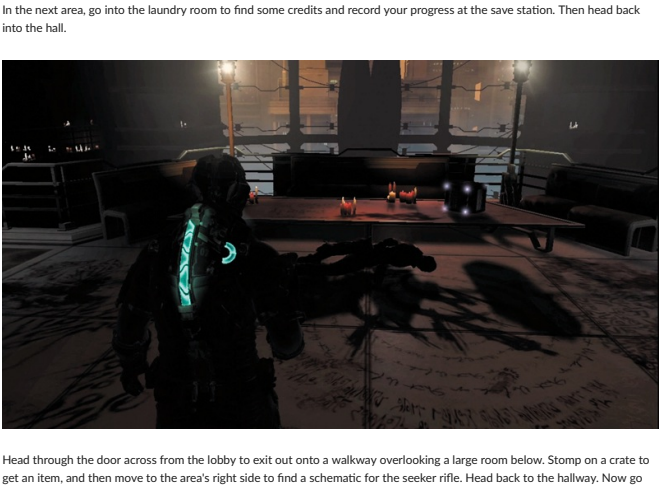
The Apartments



After receiving a communication from Stross informing you that you were the one who built the Marker in the Government Sector, take some time to search the open apartments. In the one near you are some credits and a power node. In the apartment across the hall, you can find more credits in two different rooms. Now follow the locator down the hall to the doorway and go through it.

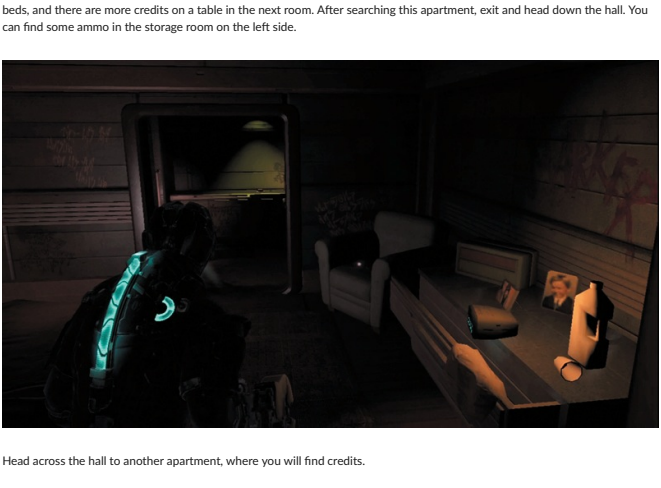


In the next area, go into the laundry room to find some credits and record your progress at the save station. Then head back into the hall.

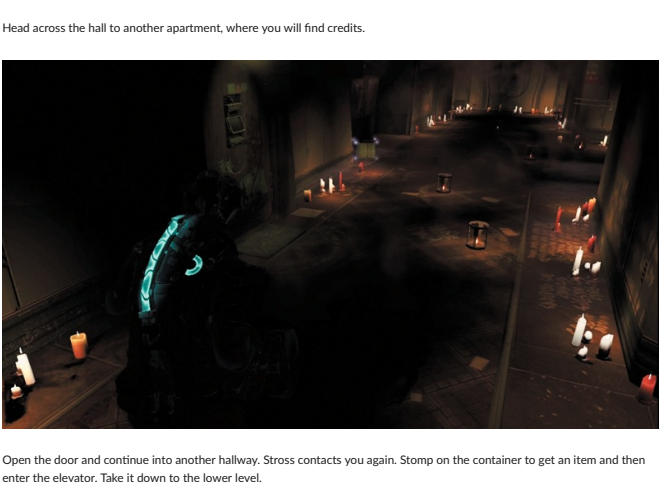


Head through the door across from the lobby to exit out onto a walkway overlooking a large room below. Stomp on a crate to get an item, and then move to the area's right side to find a schematic for the seeker rifle. Head back to the hallway. Now go through the door on the right to continue. Follow your locator if you are not sure where to go.

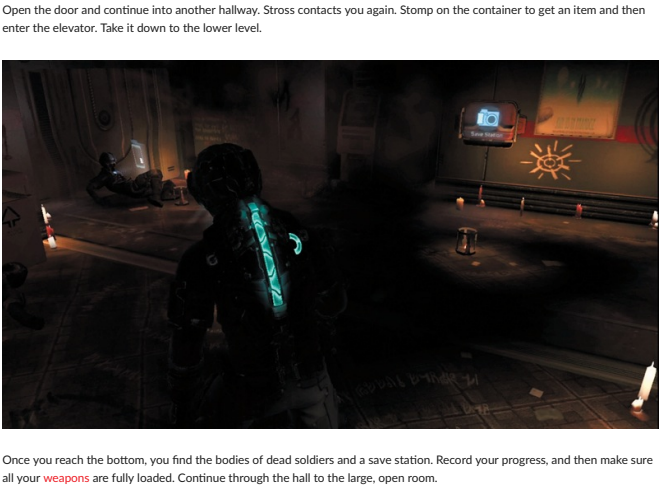
Continue down this next hallway. Turn left and enter the first apartment. You can find some credits between the two children's beds, and there are more credits on a table in the next room. After searching this apartment, exit and head down the hall. You can find some ammo in the storage room on the left side.



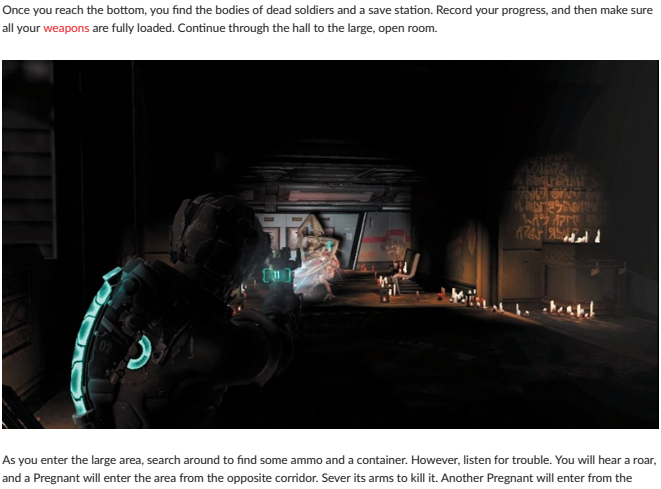
Head across the hall to another apartment, where you will find credits.



Open the door and continue into another hallway. Stross contacts you again. Stomp on the container to get an item and then enter the elevator. Take it down to the lower level.



Once you reach the bottom, you find the bodies of dead soldiers and a save station. Record your progress, and then make sure all your weapons are fully loaded. Continue through the hall to the large, open room.

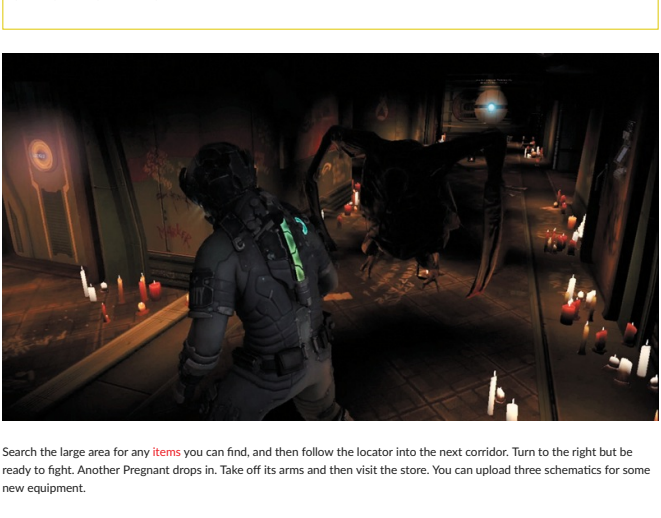


As you enter the large area, search around to find some ammo and a container. However, listen for trouble. You will hear a roar, and a Pregnant will enter the area from the opposite corridor. Sever its arms to kill it. Another Pregnant will enter from the corridor you just exited. Kill them both quickly, because there are more Necromorphs in the area.

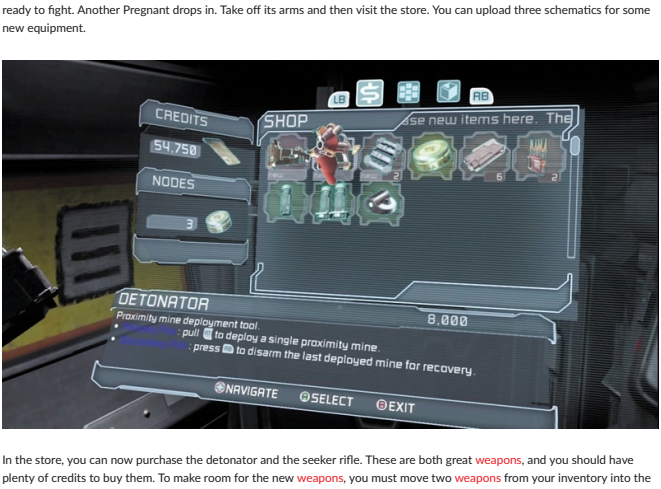
Leapers will come at you from different directions. Try to back up to a wall or go into a side corridor, and use stasis to slow them down. The ripper works well if you need to fight them up close. Otherwise, use the line gun to take them out. There are many Leapers that attack you here, so stay put until it gets quiet and you know you have killed them all. Then head back to the save station to record your progress so you don't have to go through this again.

Isaac's Log

I remember this large area from before. It is where I had to take on a several Infectors and all the Necromorphs they created. Therefore, I had a bad feeling. When the Pregnants showed up, I knew I was in trouble. I was careful to aim for the arms and not shoot at the belly. If you rupture a Pregnant's belly, a lot of Swarm come spewing out and attack. As soon as the Leapers appeared, I ran back into the corridor where I exited the elevator. I then pulled out my ripper and cut into the Leapers as they attacked. This tactic worked very well, and when they were all dead, I used some of the med packs I picked up to heal my wounds.



Search the large area for any items you can find, and then follow the locator into the next corridor. Turn to the right but be ready to fight. Another Pregnant drops in. Take off its arms and then visit the store. You can upload three schematics for some new equipment.



In the store, you can now purchase the detonator and the seeker rifle. These are both great weapons, and you should have plenty of credits to buy them. To make room for the new weapons, you must move two weapons from your inventory into the safe.

Keep your plasma cutter since it is effective against anything. In addition, make sure you have one weapon for close-range fighting and one for long range. That will allow you flexibility when it comes to fighting Necromorphs. After exiting the store, head to the doorway leading to the public areas and transport hub.

Isaac's Log

As soon as I could, I purchased the detonator and the seeker rifle. I always like to try out new weapons. The detonator deploys proximity mines that detonate when something moves through its laser trip wires. These mines are great for placing in narrow passages so that enemies have to move right through them.

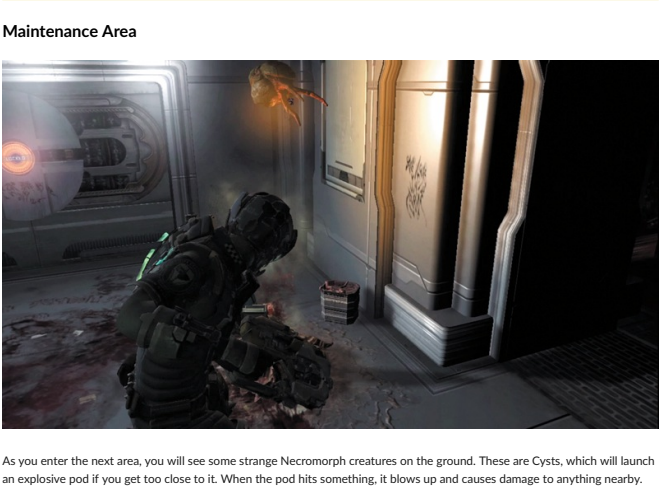
By aiming at the mines and pressing the Alt-Fire button, I could disarm them and pick them up to use again.

I could not wait to try this out. Since I did not like letting Necromorphs get in close, I found the seeker rifle to be great for engaging them at long range. When I pressed the Alt-Fire button, I got a zoomed-in view and my shots caused more damage. I kept my plasma cutter and the ripper to complement these two weapons.

Note

As you purchase new weapons at the store, you will begin to find ammo for them as you kill Necromorphs. There is also ammo lying around the Sprawl. Therefore, get some of these new weapons even if you don't have much ammo for them. It you buy it, you will find it.

Maintenance Area

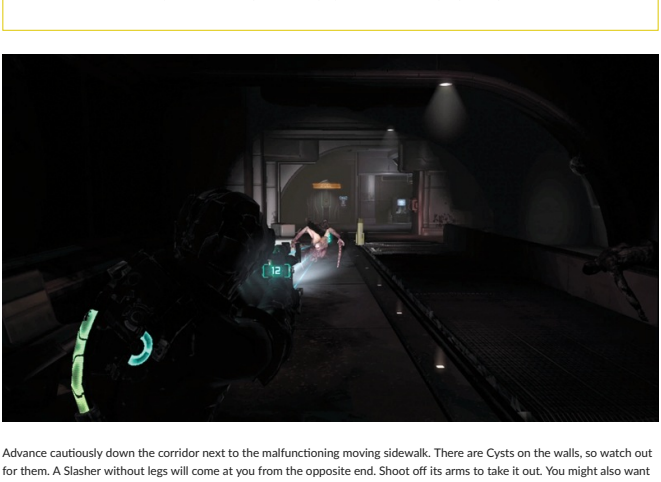


As you enter the next area, you will see some strange Necromorph creatures on the ground. These are Cysts, which will launch an explosive pod if you get too close to it. When the pod hits something, it blows up and causes damage to anything nearby. These Cysts are on the ground and on the walls. Shoot at them with the plasma cutter. A couple of hits will take them out.

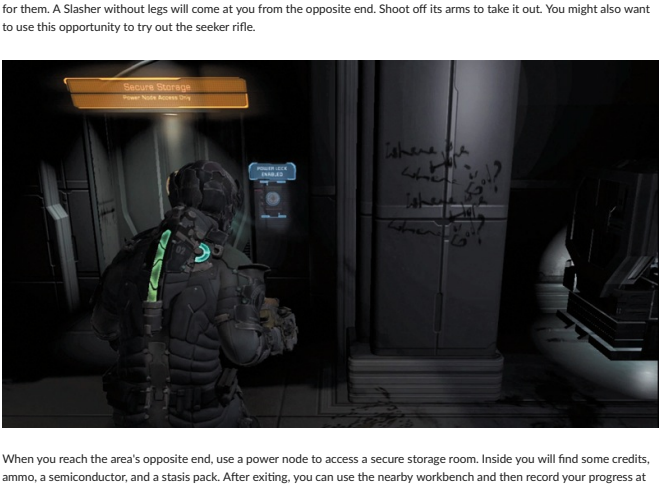
Isaac's Log

Cysts are not that tough. They can be dangerous when they are hidden in the dark—you won't realize they are there until they fire an explosive pod at you. If they are on the ground, walk up next to them so they launch a pod into the air. Then quickly move back.

The pod will fall on the Cyst and blow up, killing it in the process. The ones on the wall are tougher since their pods shoot out sideways. I liked to approach a Cyst on the ground and get it to launch a pod into the air. I would catch it with stasis and then launch it at other Cysts or Necromorphs. A nearby Cyst could become my explosive provider.

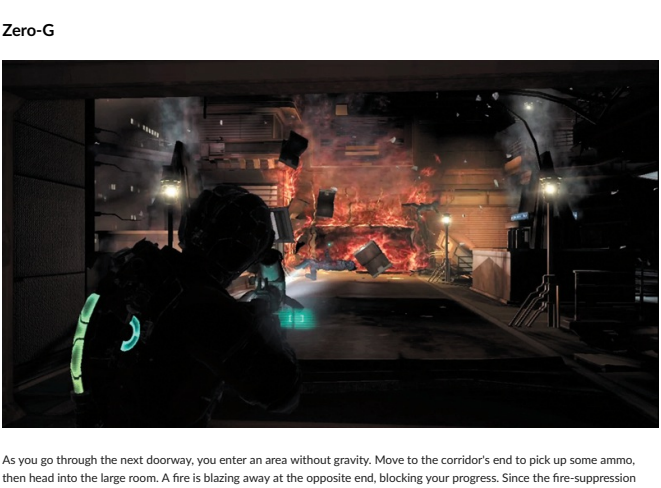


Advance cautiously down the corridor next to the malfunctioning moving sidewalk. There are Cysts on the walls, so watch out for them. A Slasher without legs will come at you from the opposite end. Shoot off its arms to take it out. You might also want to use this opportunity to try out the seeker rifle.

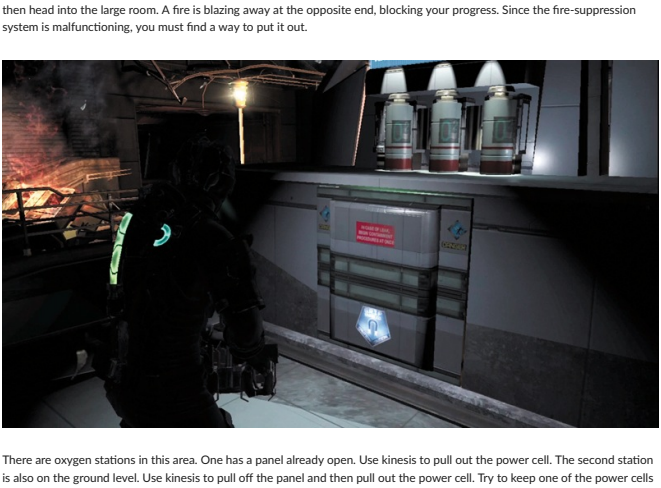


When you reach the area's opposite end, use a power node to access a secure storage room. Inside you will find some credits, ammo, a semiconductor, and a stasis pack. After exiting, you can use the nearby workbench and then record your progress at the save station.

Zero-G



As you go through the next doorway, you enter an area without gravity. Move to the corridor's end to pick up some ammo, then head into the larger room. A fire is blazing away at the opposite end, blocking your progress. Since the fire-suppression system is malfunctioning, you must find a way to put it out.



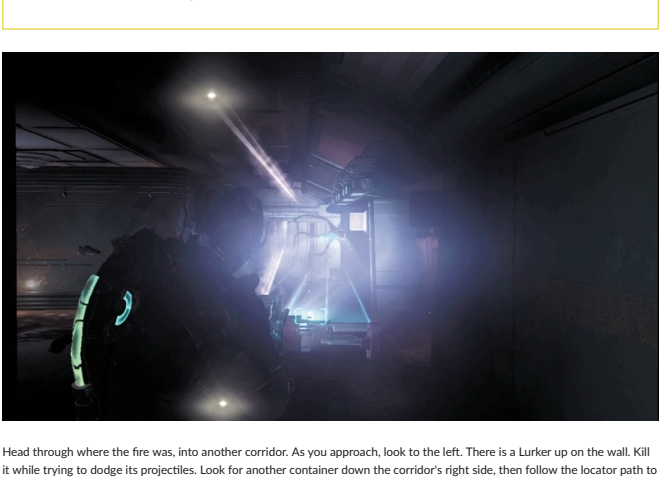
There are oxygen stations in this area. One has a panel already open. Use kinesis to pull out the power cell. The second station is also on the ground level. Use kinesis to pull off the panel and then pull out the power cell. Try to keep one of the power cells close to the fire, since you'll need it later.

The third station is on the ceiling. Press the Zero-G Launch button and soar to the ceiling. Before removing the third power cell, explore the area to find an audio log and some helpful items. Next, head to the third panel and pull out the power cell, making sure you hold on to it.

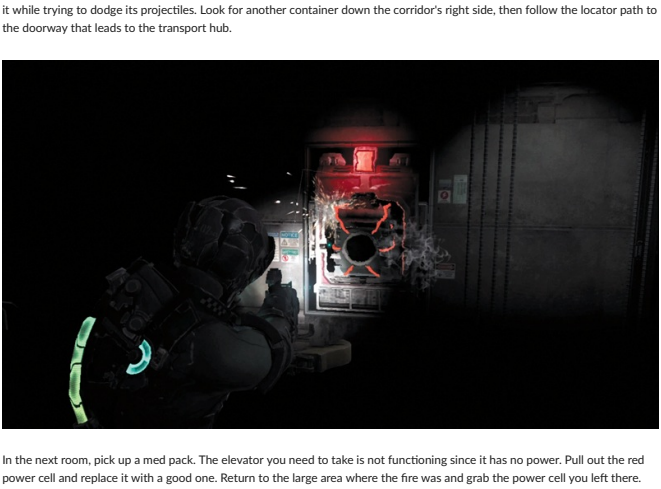
As the oxygen supply is stopped, the fire will extinguish. Wait until it is out and then place the power cell back in the socket to provide oxygen to the room so you can stop using your suit's supply.

Isaac's Log

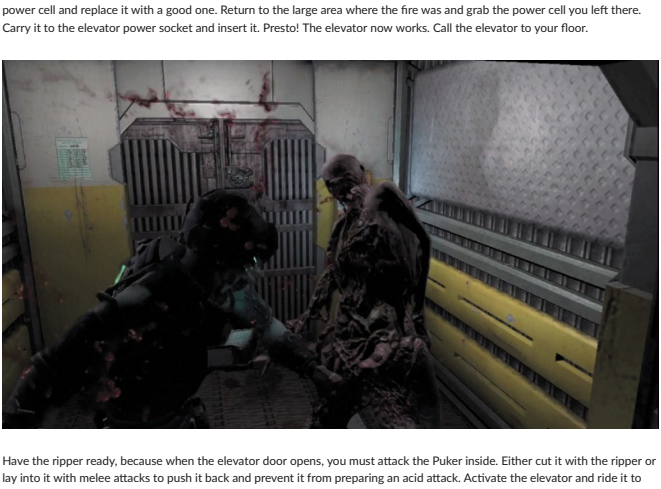
After I put out the fire, I checked around the area and found some containers. Since they were floating, I could not stomp on them. I shot them instead and got the item inside.



Head through where the fire was, into another corridor. As you approach, look to the left. There is a Lurker up on the wall. Kill it while trying to dodge its projectiles. Look for another container down the corridor's right side, then follow the locator path to the doorway that leads to the transport hub.

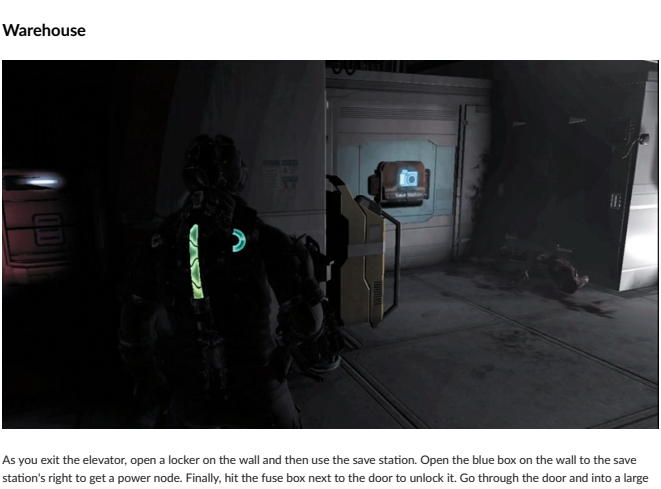


In the next room, pick up a med pack. The elevator you need to take is not functioning since it has no power. Pull out the red power cell and replace it with a good one. Return to the large area where the fire was and grab the power cell you left there. Carry it to the elevator power socket and insert it. Presto! The elevator now works. Call the elevator to your floor.



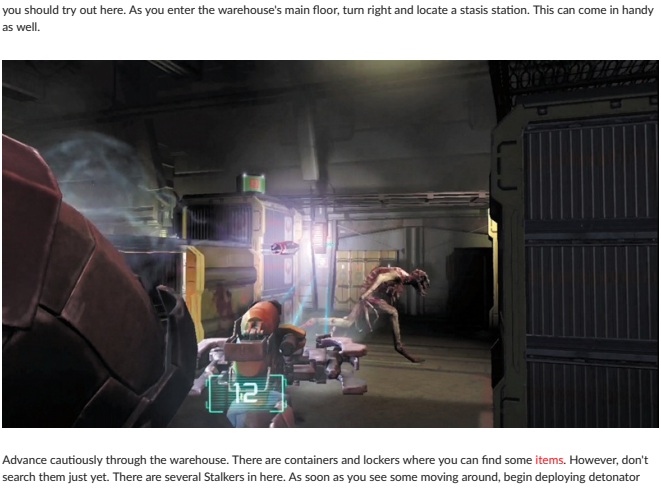
Have the ripper ready, because when the elevator door opens, you must attack the Puker inside. Either cut it with the ripper or lay into it with melee attacks to push it back and prevent it from preparing an acid attack. Activate the elevator and ride it to another level. Stross will contact you while on the elevator and talk about a dark machine.

Warehouse

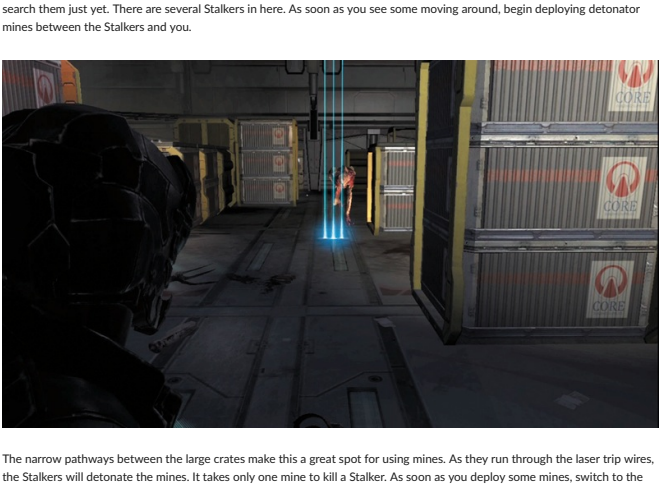


As you exit the elevator, open a locker on the wall and then use the save station. Open the blue box on the wall to the save station's right to get a power node. Finally, hit the fuse box next to the door to unlock it. Go through the door and into a large warehouse.

Walk down the ramp. At the bottom, pick up several mines to use with the detonator. This is a clue indicating which weapon you should try out here. As you enter the warehouse's main floor, turn right and locate a stasis station. This can come in handy as well.



Advance cautiously through the warehouse. There are containers and lockers where you can find some items. However, don't search them just yet. There are several Stalkers in here. As soon as you see some moving around, begin deploying detonator mines between the Stalkers and you.



The narrow pathways between the large crates make this a great spot for using mines. As they run through the laser trip wires, the Stalkers will detonate the mines. It takes only one mine to kill a Stalker. As soon as you deploy some mines, switch to the ripper or another weapon in case the Stalkers get past your mines.

Don't stand too close to the mines you deployed or you could get hit by the blast. Also, don't trigger them accidentally during the fight.

Isaac's Log

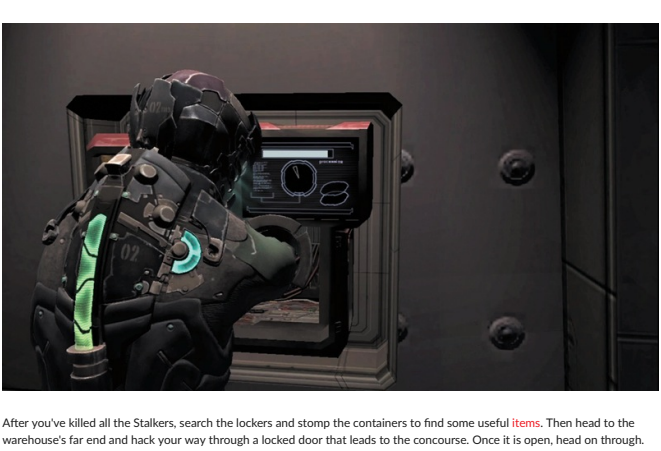
While in the warehouse, I discovered an effective tactic for dealing with Stalkers. As they peeked around a corner at me, I launched a mine right in front of them. As the mine activated, the Stalker immediately set it off since it was so close. This killed the Stalker before it could charge.

Note

You can deploy detonator mines on walls or crates so that the laser trip wires run horizontally instead of vertically (as when deployed on the ground). This increases the chance that a Necromorph will set off the mine when moving through narrow areas.

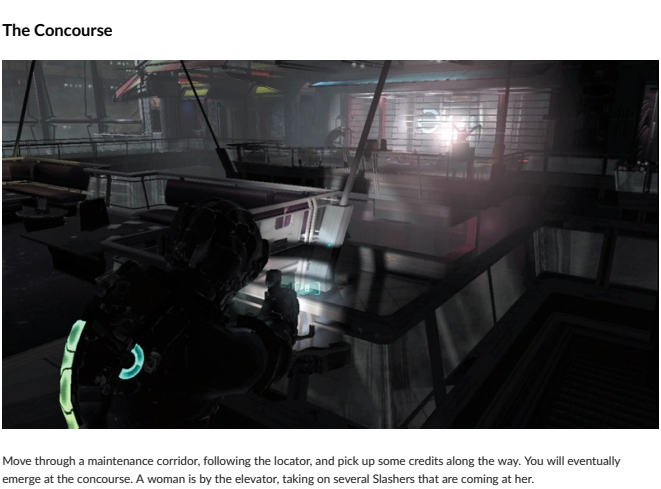
// Peek a Boo!

Now that you have the seeker rifle, you can earn the Peek a Boo! Achievement/Trophy by killing a Stalker with this rifle while in zoom mode. Pick them off from a distance, such as when they peek around a corner at you.

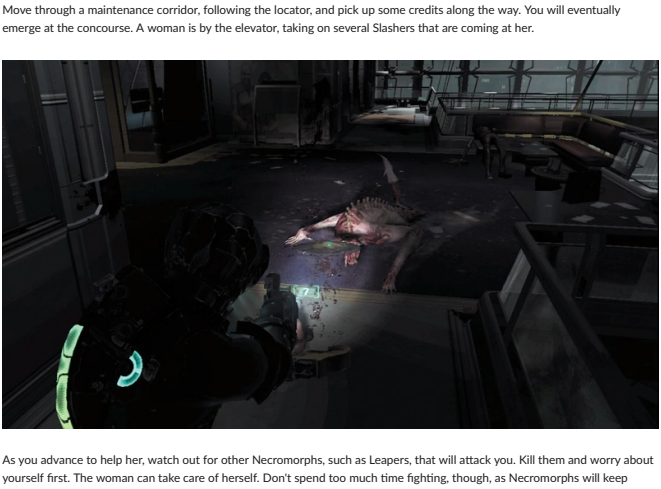


After you've killed all the Stalkers, search the lockers and stomp the containers to find some useful items. Then head to the warehouse's far end and hack your way through a locked door that leads to the concourse. Once it is open, head on through.

The Concourse



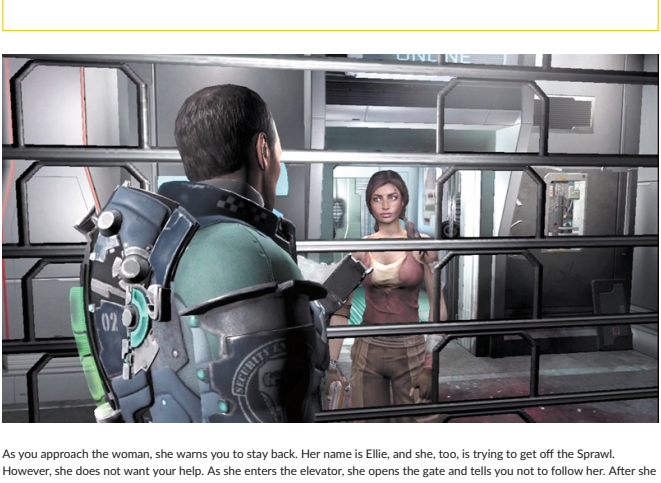
Move through a maintenance corridor, following the locator, and pick up some credits along the way. You will eventually emerge at the concourse. A woman is by the elevator, taking on several Slashers that are coming at her.



As you advance to help her, watch out for other Necromorphs, such as Leapers, that will attack you. Kill them and worry about yourself first. The woman can take care of herself. Don't spend too much time fighting, though, as Necromorphs will keep coming.

Note

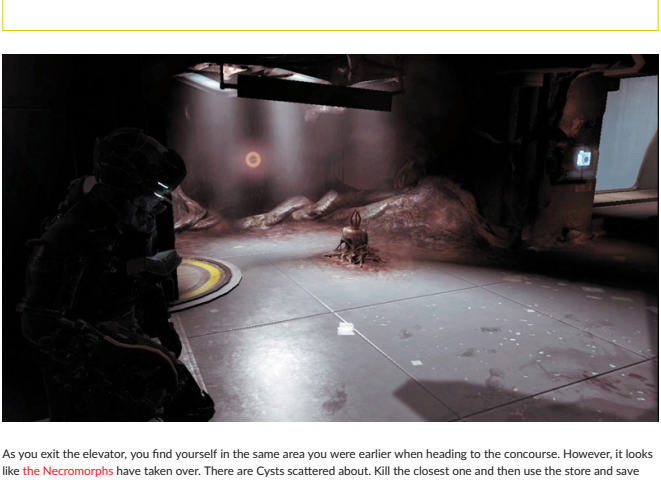
There are a few containers scattered about the concourse. Look for them in the entrance to the Unitology resource center and along the walkways. Stomp on them for items. Head all the way around the walkway in order to find a schematic for pulse rounds.



As you approach the woman, she warns you to stay back. Her name is Ellie, and she, too, is trying to get off the Sprawl. However, she does not want your help. As she enters the elevator, she opens the gate and tells you not to follow her. After she leaves, look around the area for useful items and then climb aboard the elevator.

Isaac's Log

Ellie Langford was also an employee of the CEC. She was actually a heavy equipment pilot who found herself stranded in the Sprawl and under attack by Necromorphs. Those who were originally with her have been killed, so she was on her own. The way she handled a plasma cutter told me that if anyone could survive, it would probably be her.



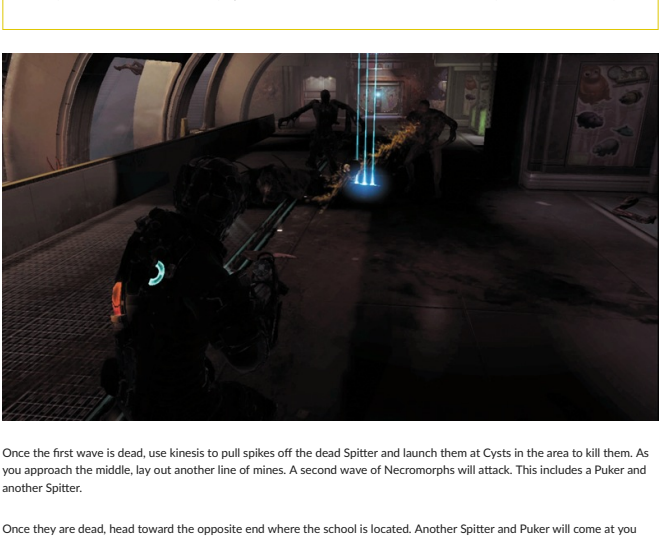
As you exit the elevator, you find yourself in the same area you were earlier when heading to the concourse. However, it looks like the Necromorphs have taken over. There are Cysts scattered about. Kill the closest one and then use the store and save station.

There are more Necromorphs in this area, so get out the detonator and deploy some mines across the area to stop anything that tries to come after you. The first attack is by a Pregnant and a Spitter. Place the mines and then get out of the way since the Spitter will launch acid at you. The Pregnant can survive a single mine, so create a second line of mines to make sure you kill it.

Isaac's Log

The Spitter is very similar to a Slasher. They look alike, and both are fast and will try to kill you with their spikes. However, the Spitter also spits an acid projectile that can travel much farther than the Puker's attack.

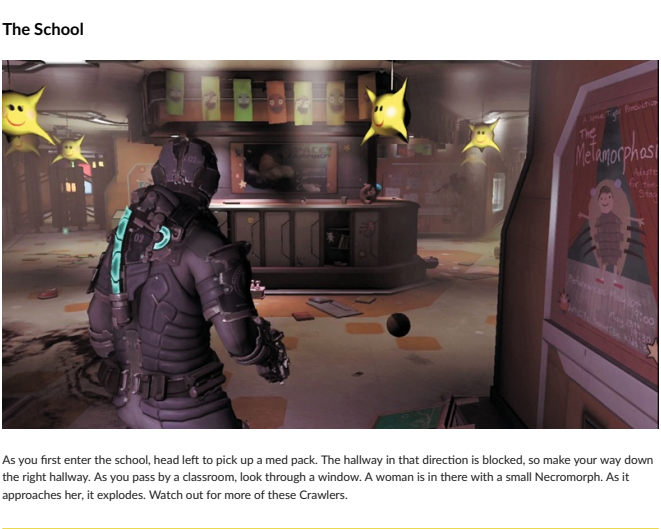
If you see a Spitter coming at you, hit it with stasis to slow it down so you can more easily kill it, or set up some mines and run away. I found it useful to catch the projectile with kinesis and then launch it back at the Spitter or another enemy.



Once the first wave is dead, use kinesis to pull spikes off the dead Spitter and launch them at Cysts in the area to kill them. As you approach the middle, lay out another line of mines. A second wave of Necromorphs will attack. This includes a Puker and another Spitter.

Once they are dead, head toward the opposite end where the school is located. Another Spitter and Puker will come at you from behind. Use stasis and then dismember them. Stomp on a container in a corner, and then enter the Titan Station Elementary School.

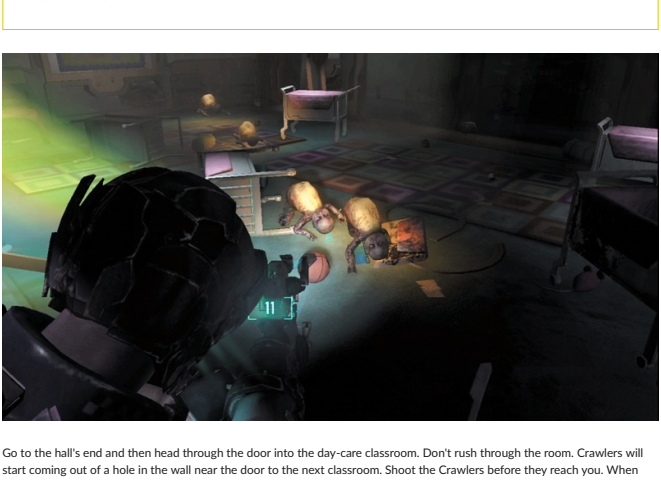
The School



As you first enter the school, head left to pick up a med pack. The hallway in that direction is blocked, so make your way down the right hallway. As you pass by a classroom, look through a window. A woman is in there with a small Necromorph. As it approaches her, it explodes. Watch out for more of these Crawlers.

Isaac's Log

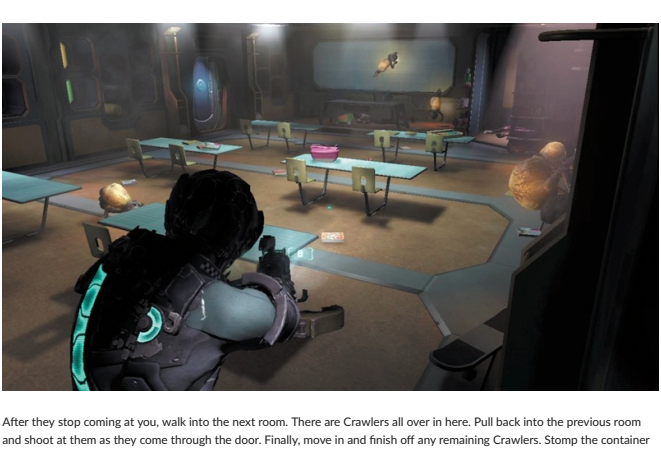
Crawlers are small Necromorphs that will crawl toward you and then explode. Don't let them get close or you are in trouble. Use kinesis to throw objects at them or just shoot them. A single hit will usually do the job. If you can shoot off the head and leave the yellow explosive sack intact, you can then use kinesis to pick it up and throw the sack, using it as an explosive weapon.



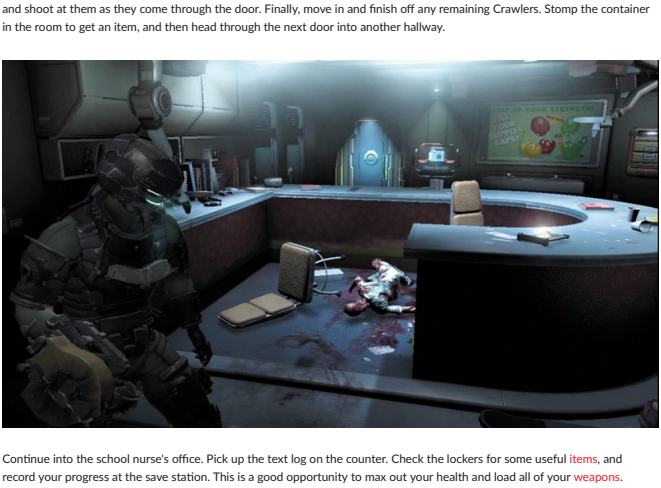
Go to the hall's end and then head through the door into the day-care classroom. Don't rush through the room. Crawlers will start coming out of a hole in the wall near the door to the next classroom. Shoot the Crawlers before they reach you. When you hit one and it blows up, it will often kill others near it.

// The Nanny

Start trying to earn the Nanny Achievement/Trophy while you are in the school. You must kill 30 Crawlers without detonating them. Shoot the head and then leave the explosive sack in order to get your kills to count.



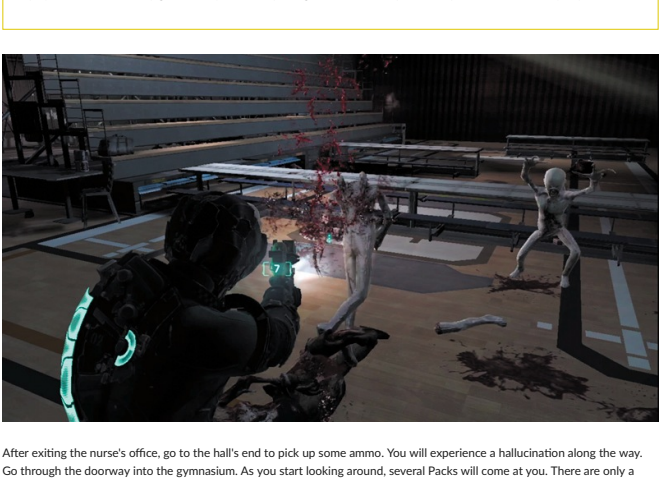
After they stop coming at you, walk into the next room. There are Crawlers all over in here. Pull back into the previous room and shoot at them as they come through the door. Finally, move in and finish off any remaining Crawlers. Stomp the container in the room to get an item, and then head through the next door into another hallway.



Continue into the school nurse's office. Pick up the text log on the counter. Check the lockers for some useful items, and record your progress at the save station. This is a good opportunity to max out your health and load all of your weapons.

// Text Log: School Nurse Report 8022

The kids are playing way too rough on the playground! Yesterday, I literally had a line of students with scrapes and bruises going out my office door. A few kids sustained injuries bad enough to need to go to the infirmary. Call me old-fashioned, but I think this is the problem with kids growing up on a space station. Kids need a planet with fresh air and open ground to play on. Otherwise, they go stir crazy and start picking on each other. Space is no place to raise a family, if you ask me.

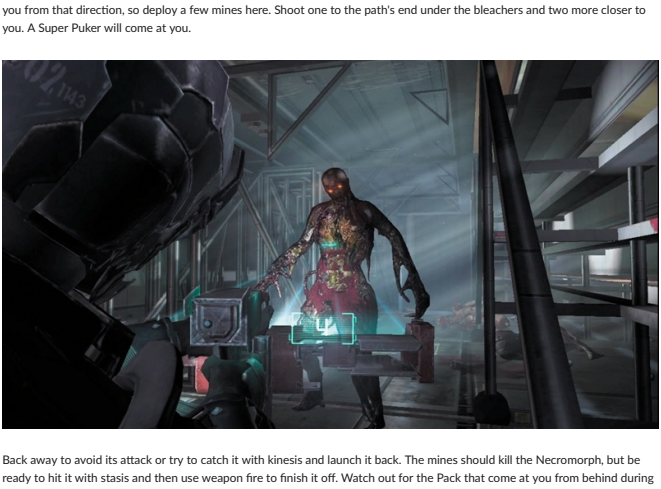


After exiting the nurse's office, go to the hall's end to pick up some ammo. You will experience a hallucination along the way. Go through the doorway into the gymnasium. As you start looking around, several Packs will come at you. There are only a few, so you can either shoot them or just hit them with melee attacks when they get in close.

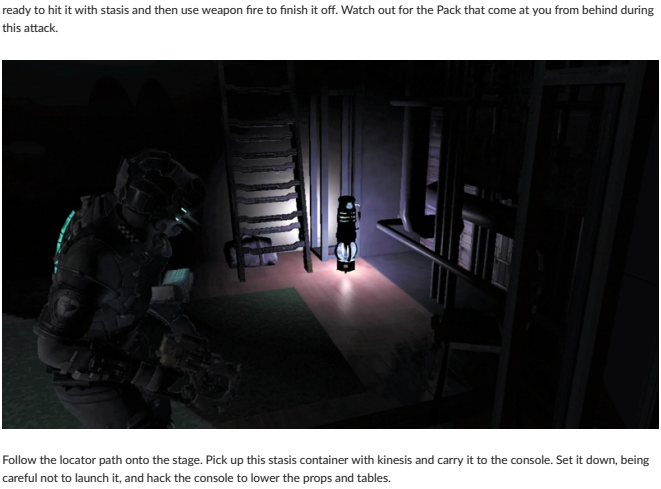
Note

When entering an area with dead humans, it is advisable to stomp on them. This will damage the corpse; if Infectors later turn it into a Necromorph, it will be missing legs and will not be able to move as quickly.

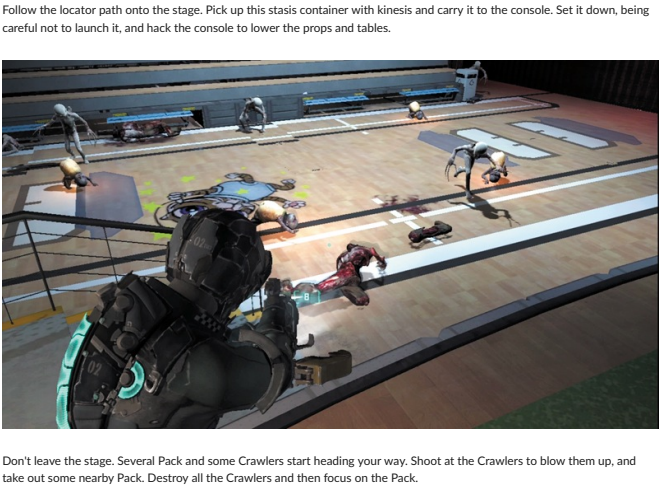
Since the tables block your way, move around behind the bleachers to reach the other side. However, something will come at you from that direction, so deploy a few mines here. Shoot one to the path's end under the bleachers and two more closer to you. A Super Puker will come at you.



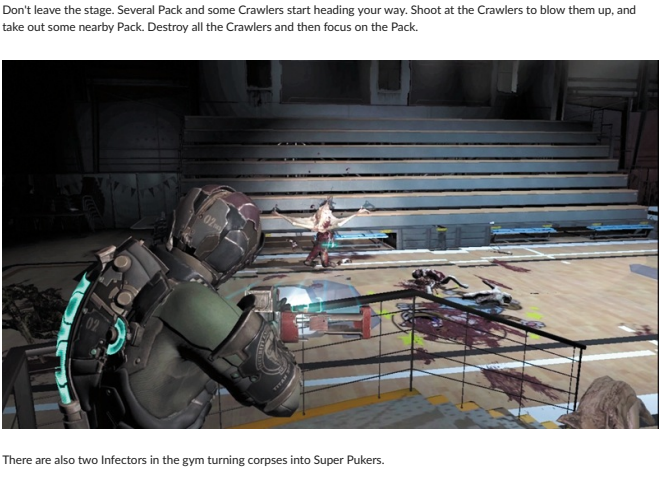
Back away to avoid its attack or try to catch it with kinesis and launch it back. The mines should kill the Necromorph, but be ready to hit it with stasis and then use weapon fire to finish it off. Watch out for the Pack that come at you from behind during this attack.



Follow the locator path onto the stage. Pick up this stasis container with kinesis and carry it to the console. Set it down, being careful not to launch it, and hack the console to lower the props and tables.



Don't leave the stage. Several Pack and some Crawlers start heading your way. Shoot at the Crawlers to blow them up, and take out some nearby Pack. Destroy all the Crawlers and then focus on the Pack.



There are also two Infectors in the gym turning corpses into Super Pukers.

Launch the stasis container at the Super Pukers and then destroy them with your weapons. After you kill them all, pick up the ammo and credits left behind. Also, check the lockers along the far wall before you head out the door to exit the gym. You can really stock up here.

Follow the hallway around to the left. Looking through a window on the right, you can see into a classroom. It seems there is something on one of the desks. Enter the classroom to pick up a text log. Continue to the small area at the room's rear to pick up a schematic for a flamethrower. What kind of school is this? Exit the classroom and look around for some credits before heading through the doorway into the playground.

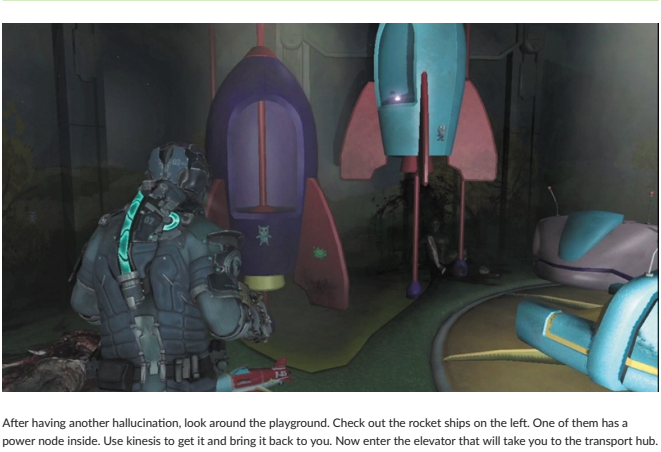
// Text Log: Kids Gone Crazy

Teacher Report: 3rd semester, 381-3

I know kids are supposed to have vivid imaginations, but this is getting ridiculous. Nearly half of my class has imaginary friends now, claiming that it's their deceased grandmother or something. Normally, this wouldn't be a problem, but it's getting harder and harder to get these kids to concentrate. This semester, I've sent more students to the time-out chair than I have in all my twelve years of teaching. Maybe these kids are having trouble at home. I've also noticed parental involvement steadily decreasing this semester.

Walter Blake

Third-Grade Educational Instructor

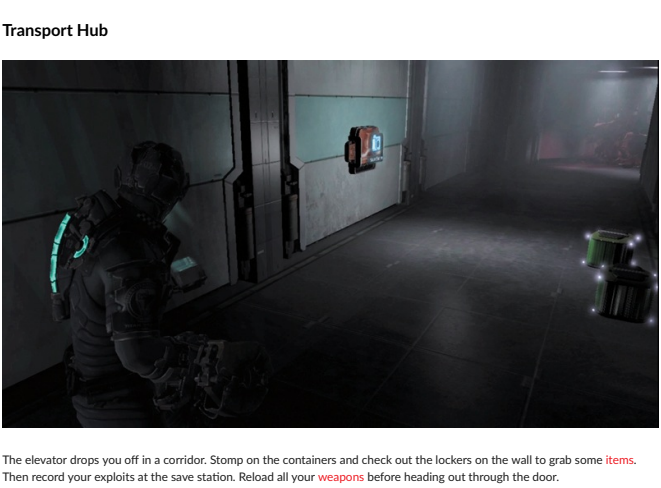


After having another hallucination, look around the playground. Check out the rocket ships on the left. One of them has a power node inside. Use kinesis to get it and bring it back to you. Now enter the elevator that will take you to the transport hub. As you are in the elevator, Ellie calls in. She has found Stross and will meet you at the hub.

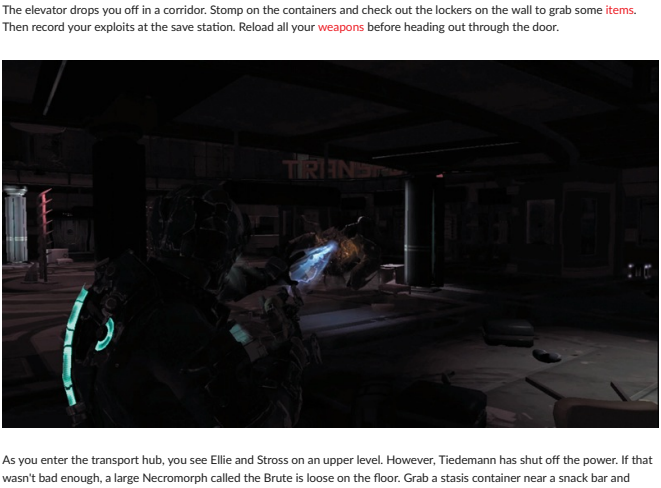
// The Graduate

As soon as you win the fight at the school and enter the elevator to leave the school, you will be awarded the Graduate Achievement/Trophy.

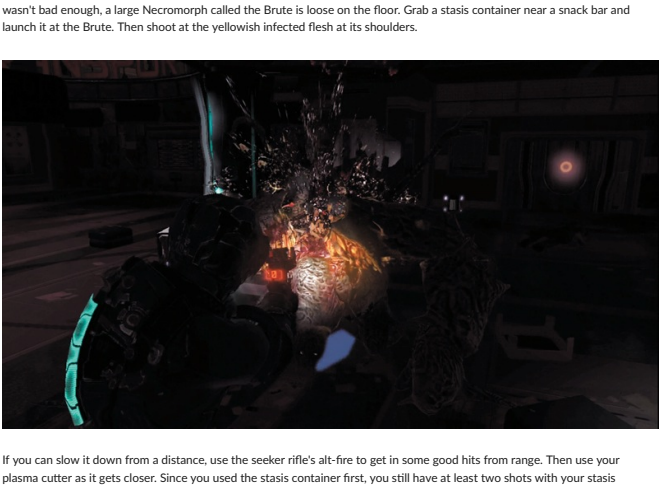
Transport Hub



The elevator drops you off in a corridor. Stomp on the containers and check out the lockers on the wall to grab some items. Then record your exploits at the save station. Reload all your weapons before heading out through the door.



As you enter the transport hub, you see Ellie and Stross on an upper level. However, Tiedemann has shut off the power. If that wasn't bad enough, a large Necromorph called the Brute is loose on the floor. Grab a stasis container near a snack bar and launch it at the Brute. Then shoot at the yellowish infected flesh at its shoulders.



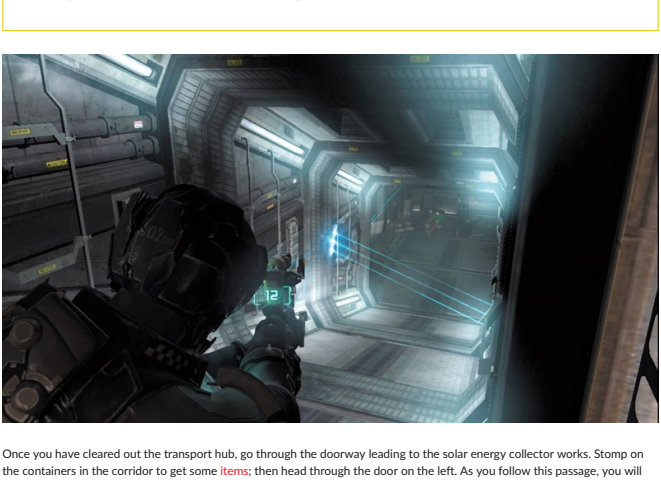
If you can slow it down from a distance, use the seeker rifle's alt-fire to get in some good hits from range. Then use your plasma cutter as it gets closer. Since you used the stasis container first, you still have at least two shots with your stasis module. If you upgraded your stasis module, you will have more than two shots.Keeping firing at the Brute until you shoot off one of its arms and it dies. Collect the semiconductor it drops, then search the lockers and stomp on the containers in the area.

Restore power to the transport hub

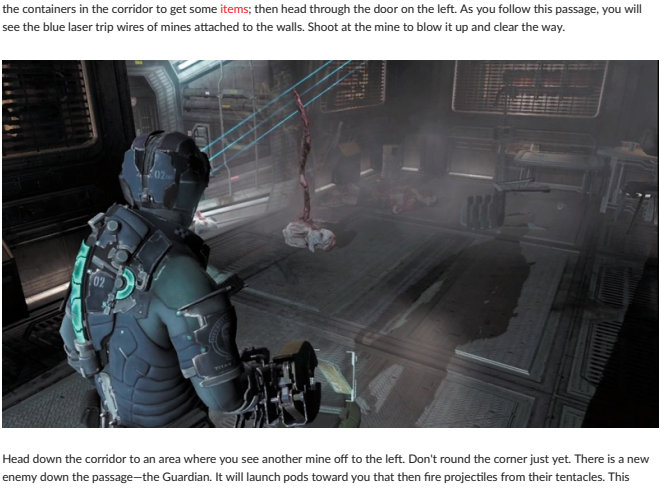
Tiedemann's shut off power to the transport hub. Life support should be good for several hours, but every transport to the Government Sector is dead weight until the systems can be restored. I need to get power back online, fast.

Get to the Solar Array Base

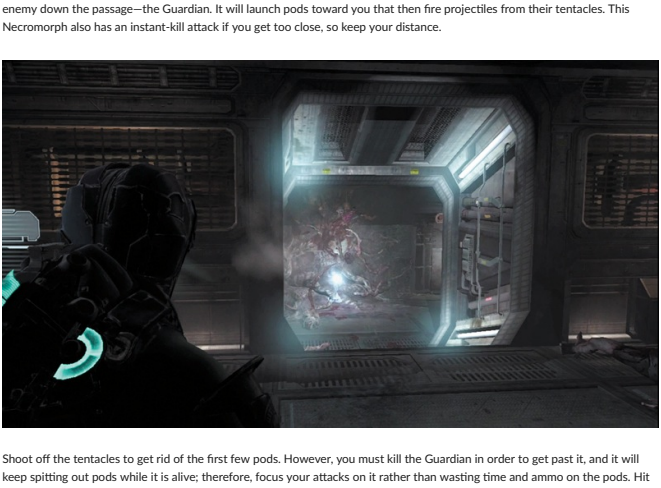
The solar array powered the Sprawl long before its fusion reactors were installed. If I can get to the base station, I should be able to jump-start the array and transfer some energy to the transport hub.



Once you have cleared out the transport hub, go through the doorway leading to the solar energy collector works. Stomp on the containers in the corridor to get some items; then head through the door on the left. As you follow this passage, you will see the blue laser trip wires of mines attached to the walls. Shoot at the mine to blow it up and clear the way.



Head down the corridor to an area where you see another mine off to the left. Don't round the corner just yet. There is a new enemy down the passage—the Guardian. It will launch pods toward you that then fire projectiles from their tentacles. This Necromorph also has an instant-kill attack if you get too close, so keep your distance.

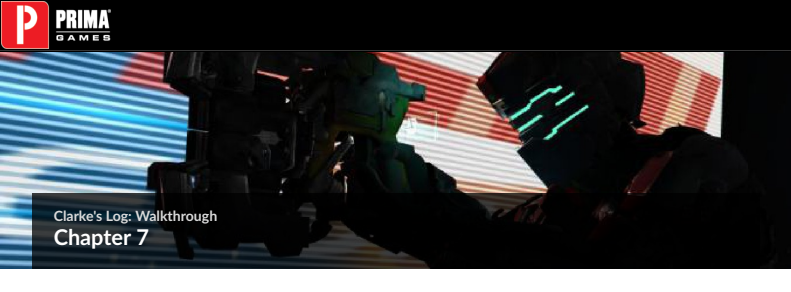


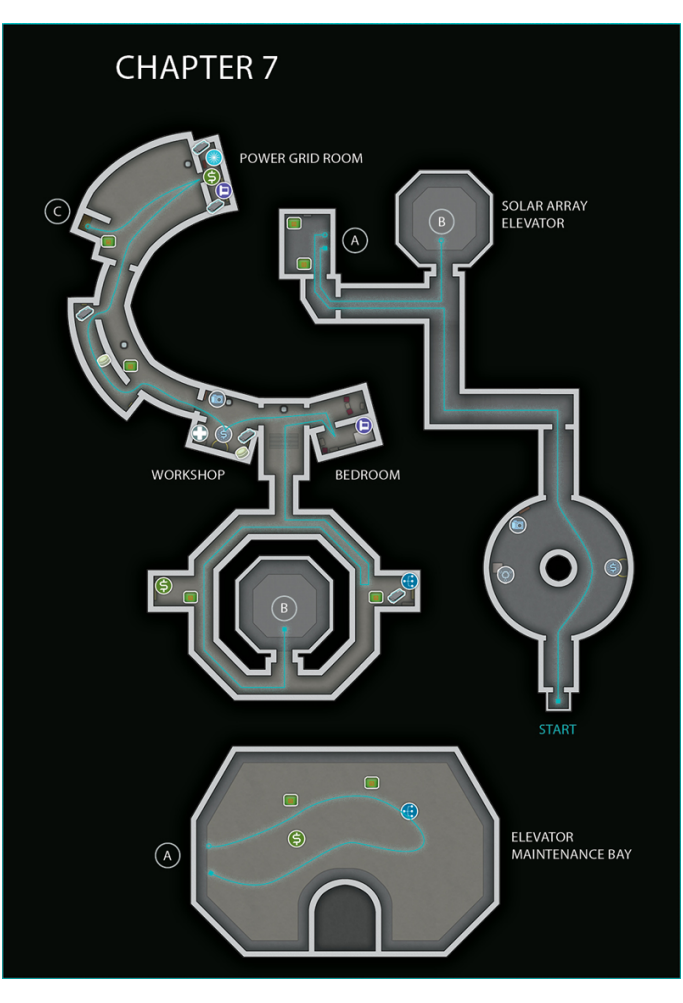
Shoot off the tentacles to get rid of the first few pods. However, you must kill the Guardian in order to get past it, and it will keep spitting out pods while it is alive; therefore, focus your attacks on it rather than wasting time and ammo on the pods. Hit it with stasis and then use the plasma cutter to shoot off its many tentacles. You can also shoot mines from the detonator so they land right next to the Guardian and blow up.

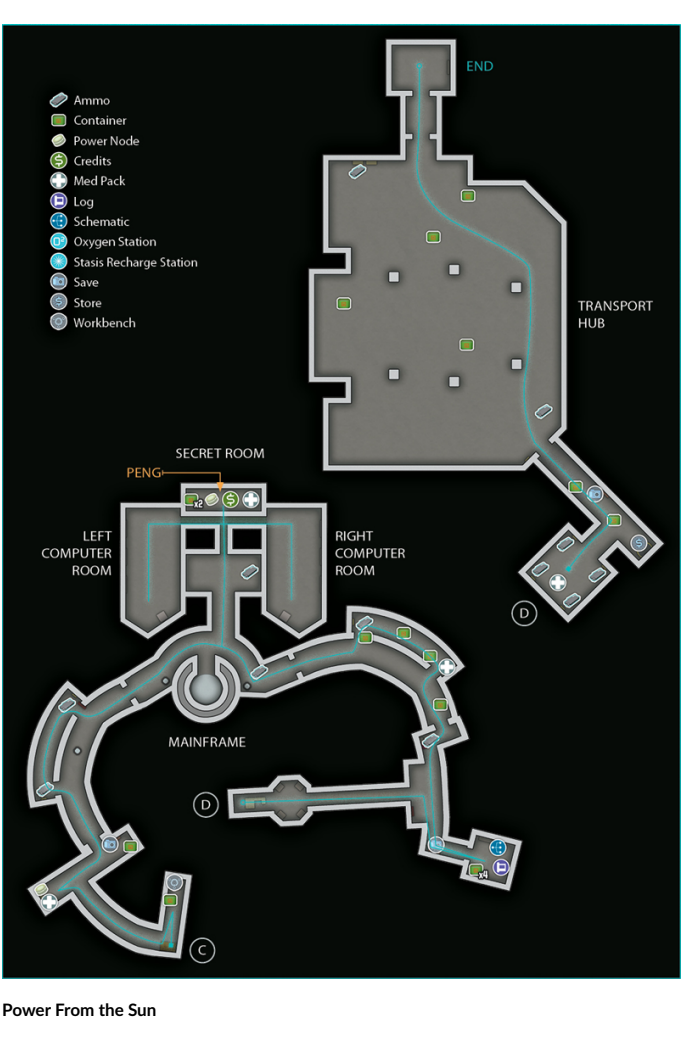
Once it is dead, pick up the ammo in the area and stomp on the container to get another item. Don't forget to pick up the semiconductor dropped when the Guardian dies. Check the locker on the wall as well. Finally, enter the elevator that takes you toward the solar array.

Isaac's Log

Guardians are tough to kill. They can launch several pods that then start attacking you. I always try to quickly shoot of the pods' tentacles and then go after the Guardian. When I am carrying a line gun, I launch a timed mine right at the Guardian and then back away. The explosion will usually kill the Guardian. If not, use another timed mine to finish the job.



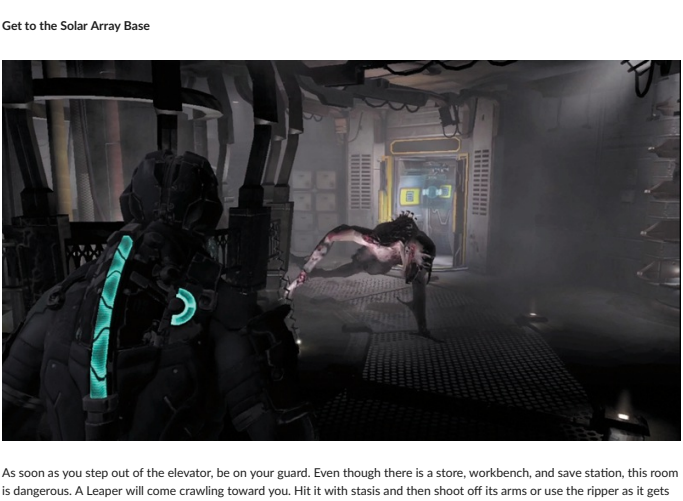




Power From the Sun

Restore power to the transport hub

Get to the Solar Array Base

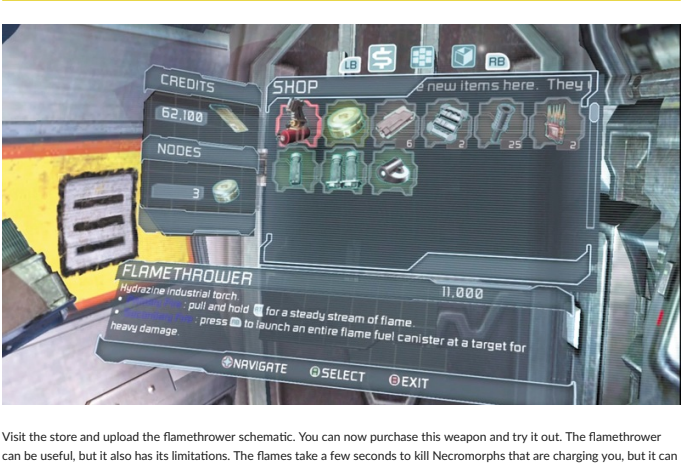


As soon as you step out of the elevator, be on your guard. Even though there is a store, workbench, and save station, this room is dangerous. A Leaper will come crawling toward you. Hit it with stasis and then shoot off its arms or use the ripper as it gets in close.

Don't go too far into the room while you deal with the Leaper; there is also a legless Puker in here, and you want to avoid fighting them both at the same time if possible. Kill it and then pick up what the Necromorphs leave behind.

Note

Look for spiral-shaped drill bits in this area. Like metal rods, they have a glowing end and function in the same way. Just pick them up with kinesis and then launch them at a target. When you get off the elevator, grab one and try it against your attackers.



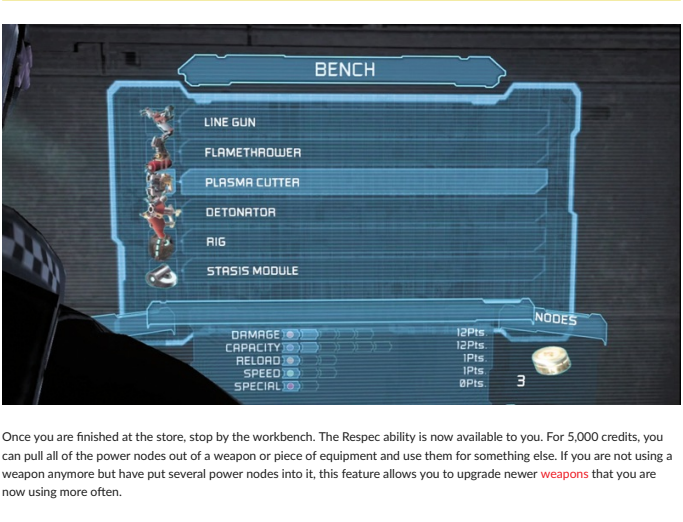
Hydrazine industrial torch
pull and hold for a steady stream of flame
press to launch an entire flame fuel canister at a target for heavy damage

Visit the store and upload the flamethrower schematic. You can now purchase this weapon and try it out. The flamethrower can be useful, but it also has its limitations. The flames take a few seconds to kill Necromorphs that are charging you, but it can be good when several are coming at you from the same direction.

Isaac's Log

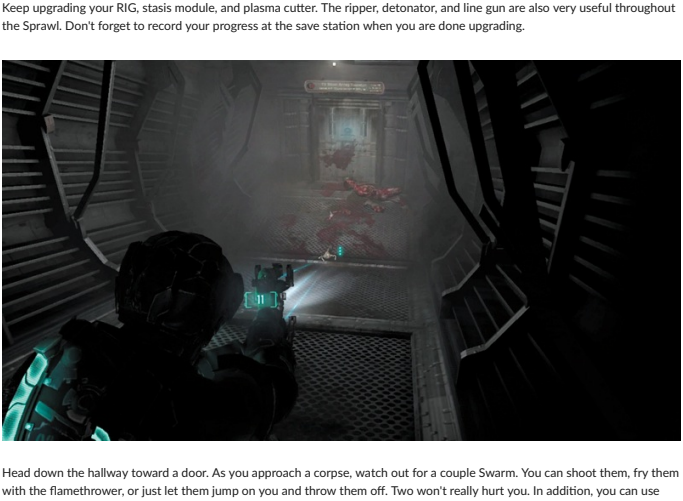
The flamethrower is a good weapon for using at fairly close range. As you hold down the Fire button, you will shoot out a jet of flame until the fuel runs out. To deal heavy damage, press the Alt-Fire button to launch an entire flame-fuel canister at a target.

Necromorphs continue to take damage as they burn, even if you are not actively firing at them. Whenever possible, save ammo by hitting them with quick bursts and letting the flames do most of the work for you.

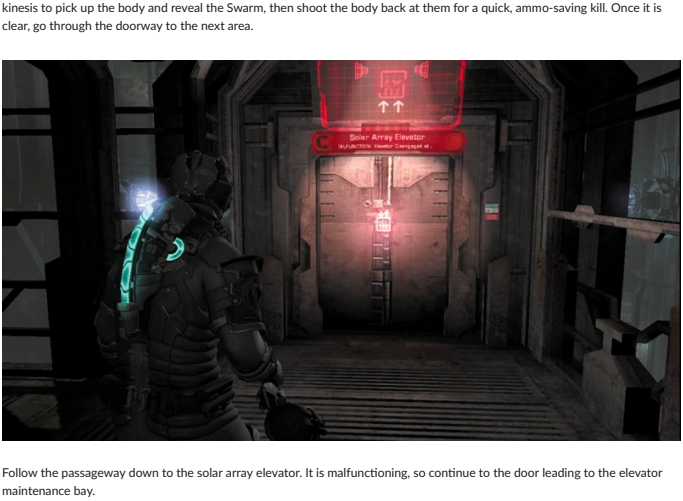


Once you are finished at the store, stop by the workbench. The Respec ability is now available to you. For 5,000 credits, you can pull all of the power nodes out of a weapon or piece of equipment and use them for something else. If you are not using a weapon anymore but have put several power nodes into it, this feature allows you to upgrade newer weapons that you are now using more often.

Keep upgrading your RIG, stasis module, and plasma cutter. The ripper, detonator, and line gun are also very useful throughout the Sprawl. Don't forget to record your progress at the save station when you are done upgrading.



Head down the hallway toward a door. As you approach a corpse, watch out for a couple Swarm. You can shoot them, fry them with the flamethrower, or just let them jump on you and throw them off. Two won't really hurt you. In addition, you can use kinesis to pick up the body and reveal the Swarm, then shoot the body back at them for a quick, ammo-saving kill. Once it is clear, go through the doorway to the next area.

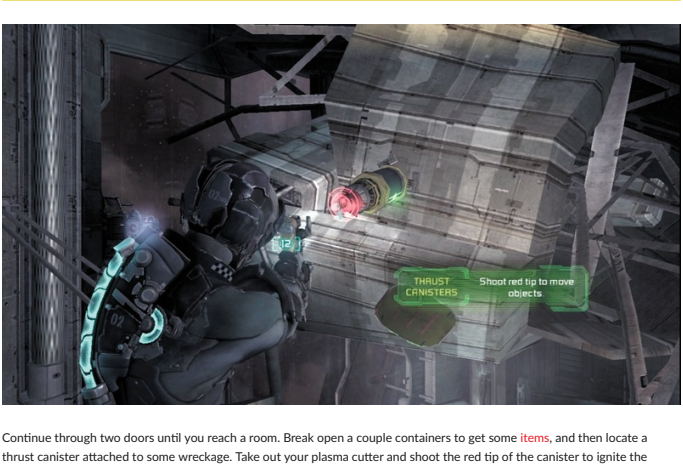


Follow the passageway down to the solar array elevator. It is malfunctioning, so continue to the door leading to the elevator maintenance bay.

Elevator Maintenance Bay

Reconnect the elevator

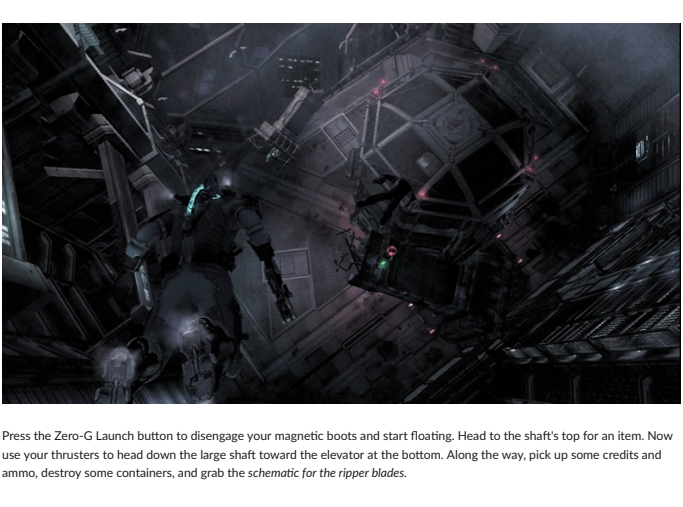
I can't go anywhere until this elevator is fixed. Zero-G is enabled, and the magnetic tethers seem to be functioning. I just need to move the elevator into position somehow....



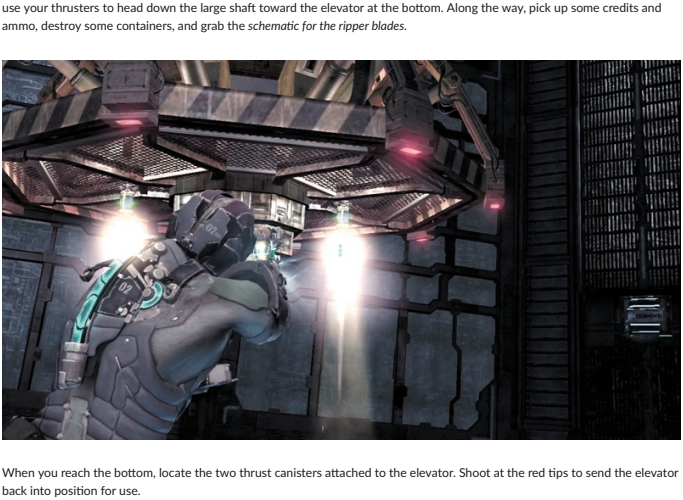
Continue through two doors until you reach a room. Break open a couple containers to get some items, and then locate a thrust canister attached to some wreckage. Take out your plasma cutter and shoot the red tip of the canister to ignite the thruster and move the wreckage away from you.

Security Alert

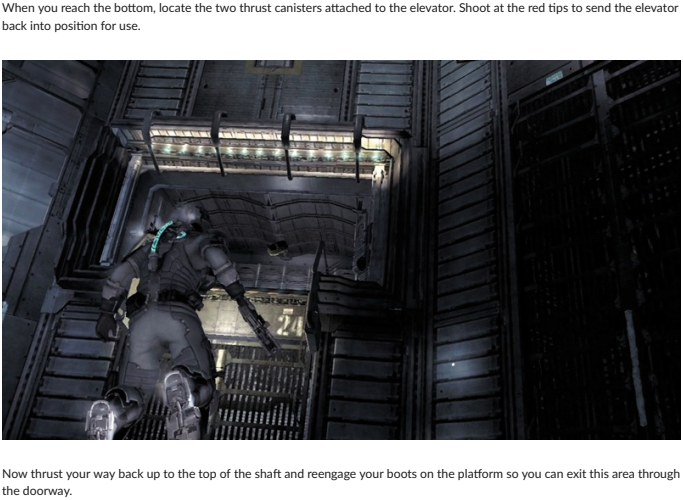
When using thrust canisters, be careful not to stand directly behind them or you will be caught in the blast and suffer severe burns.



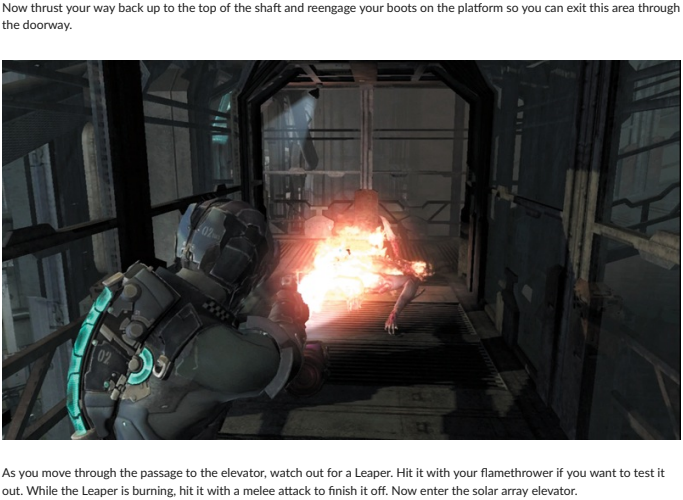
Press the Zero-G Launch button to disengage your magnetic boots and start floating. Head to the shaft's top for an item. Now use your thrusters to head down the large shaft toward the elevator at the bottom. Along the way, pick up some credits and ammo, destroy some containers, and grab the *schematic for the ripper blades*.



When you reach the bottom, locate the two thrust canisters attached to the elevator. Shoot at the red tips to send the elevator back into position for use.

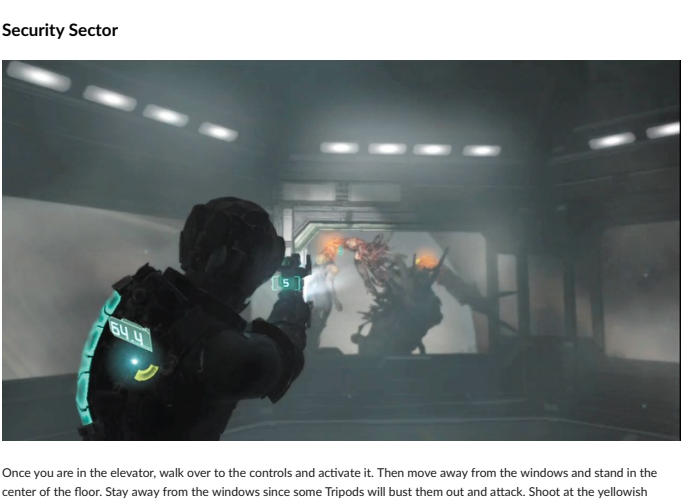


Now thrust your way back up to the top of the shaft and reengage your boots on the platform so you can exit this area through the doorway.



As you move through the passage to the elevator, watch out for a Leaper. Hit it with your Flamethrower if you want to test it out. While the Leaper is burning, hit it with a melee attack to finish it off. Now enter the solar array elevator.

Security Sector



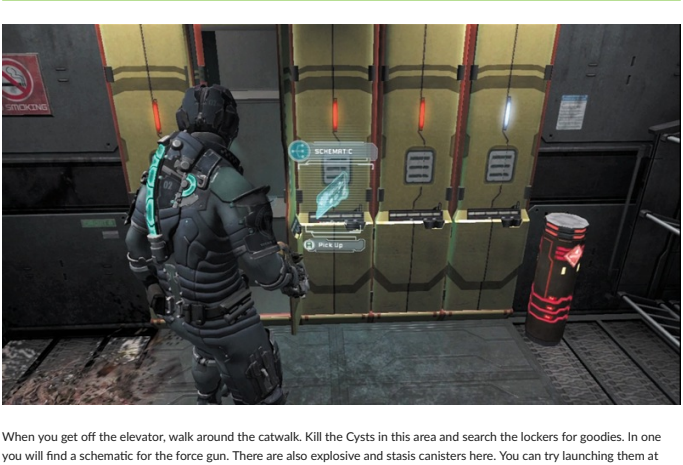
Once you are in the elevator, walk over to the controls and activate it. Then move away from the windows and stand in the center of the floor. Stay away from the windows since some Tripods will bust them out and attack. Shoot at the yellowish infected flesh at their shoulders. After you get in a hit or two, the Tripods will either fall off or move to other windows. Keep looking around so they don't surprise you. As you shoot off their arms, you will kill them. Keep at it until all are dead and then walk around to pick up the items they dropped.

Security Alert

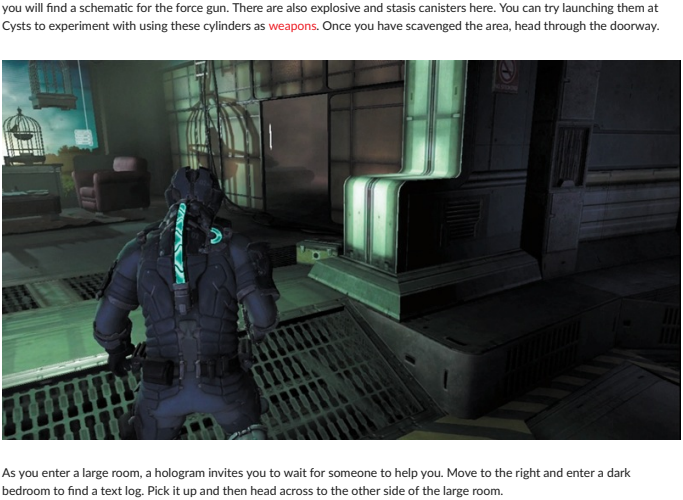
Try to stay near the room's center, which makes it easier to avoid the Tripod's attacks. Whenever you are in danger of becoming surrounded, use stasis.

Elevator Action

While you are on the elevator, knock off every Tripod in order to earn the Elevator Action Achievement/Trophy.



When you get off the elevator, walk around the catwalk. Kill the Cysts in this area and search the lockers for goodies. In one you will find a schematic for the force gun. There are also explosive and stasis canisters here. You can try launching them at Cysts to experiment with using these cylinders as weapons. Once you have scavenged the area, head through the doorway.



As you enter a large room, a hologram invites you to wait for someone to help you. Move to the right and enter a dark bedroom to find a text log. Pick it up and then head across to the other side of the large room.

Text Log: Personal Log

Personal Log: Howard Phillips

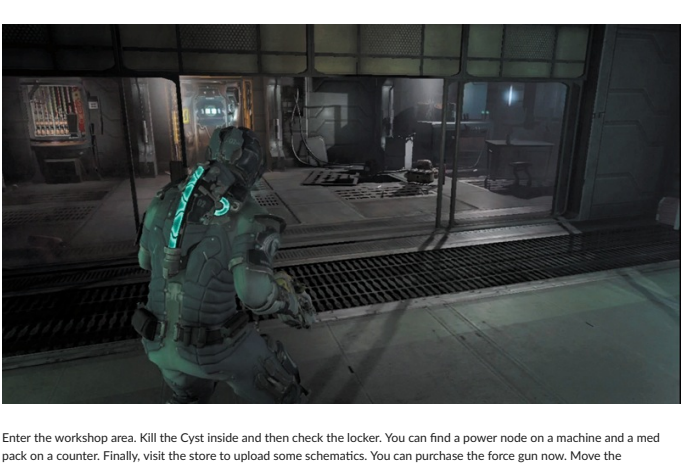
Record number: 302

I want to go home. ANTI claims she didn't get a response to my transfer request, but it's the FIFTH one. How could there be five requests, and no response? Surely someone is getting them? Someone is reading them?

I hate to admit it, but the loneliness up here is really more intense than I expected. I think it's starting to affect me.

The only good news is that ANTI claims to have authorized my shipment request. They're supposed to be arriving later today. But I can't believe anything she tells me.

I've been asking for so long, it's hard to believe they might actually let me have my birds. Time will tell. Tonight will tell, actually.



Enter the workshop area. Kill the Cyst inside and then check the locker. You can find a power node on a machine and a med pack on a counter. Finally, visit the store to upload some schematics. You can purchase the force gun now. Move the flamethrower to the safe and then get the new weapon to try out.

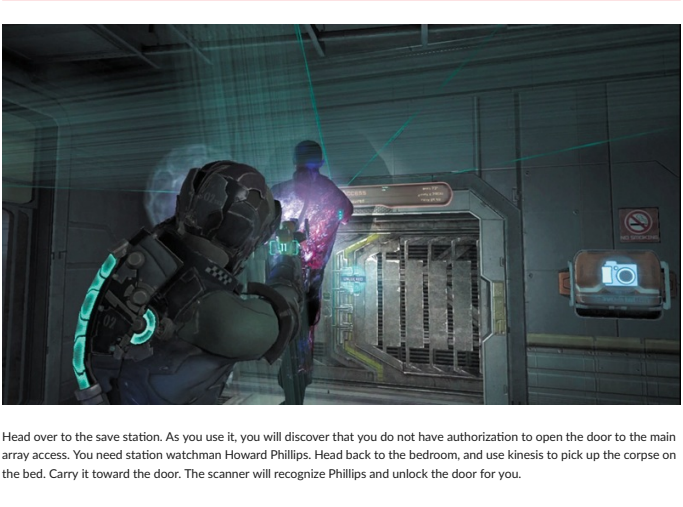
Isaac's Log

The force gun is a handheld graviton accelerator. It fires a short-range, high-powered blast of kinetic energy over a wide area. Shoot it at Necromorphs and it will push them back while causing some damage. This will affect not only the target, but also anything nearby.

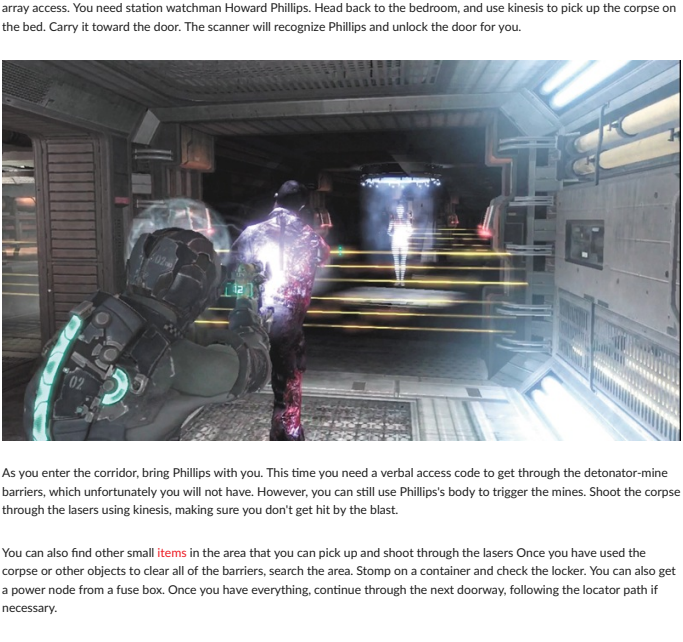
This is great for when enemies are charging at you. If you press the Alt-Fire button, the kinetic energy is then fired in a tight-radius energy projection. This causes more damage to the target and can be fired at longer ranges. However, it does not affect other things nearby. I purchased this as soon as I could so I could test it out as I advanced toward the solar array.

Security Alert

When purchasing new weapons and moving other weapons to the safe for storage, remember to move ammo for those weapons as well, or they will just take up inventory slots and prevent you from picking up items you will need.

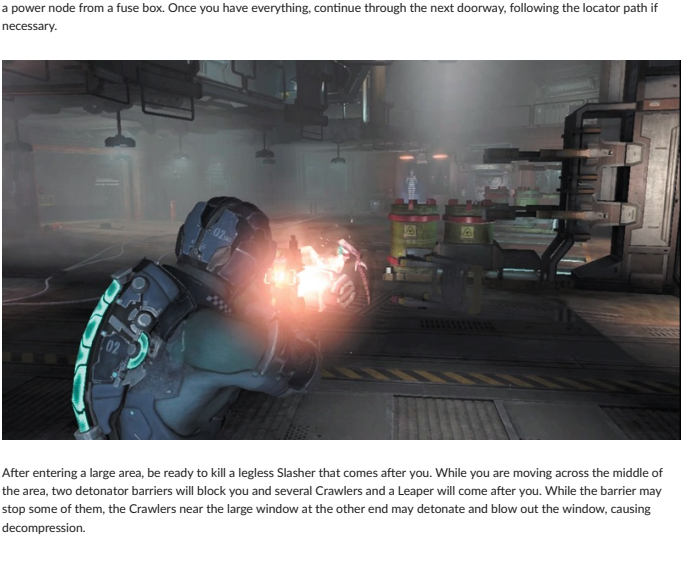


Head over to the save station. As you use it, you will discover that you do not have authorization to open the door to the main array access. You need station watchman Howard Phillips. Head back to the bedroom, and use kinesis to pick up the corpse on the bed. Carry it toward the door. The scanner will recognize Phillips and unlock the door for you.

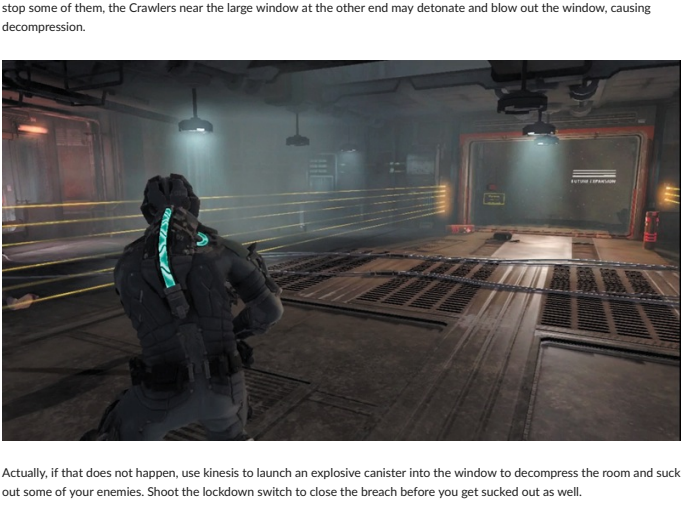


As you enter the corridor, bring Phillips with you. This time you need a verbal access code to get through the detonator-mine barriers, which unfortunately you will not have. However, you can still use Phillips's body to trigger the mines. Shoot the corpse through the lasers using kinesis, making sure you don't get hit by the blast.

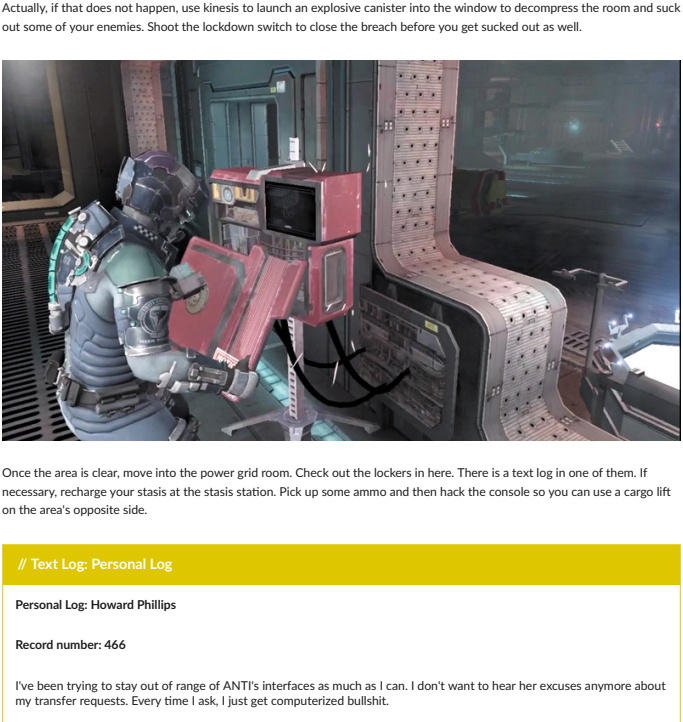
You can also find other small items in the area that you can pick up and shoot through the lasers Once you have used the corpse or other objects to clear all of the barriers, search the area. Stomp on a container and check the locker. You can also get a power node from a fuse box. Once you have everything, continue through the next doorway, following the locator path if necessary.



After entering a large area, be ready to kill a legless Slasher that comes after you. While you are moving across the middle of the area, two detonator barriers will block you and several Crawlers and a Leaper will come after you. While the barrier may stop some of them, the Crawlers near the large window at the other end may detonate and blow out the window, causing decompression.



Actually, if it does not happen, use kinesis to launch an explosive canister into the window to decompress the room and suck out some of your enemies. Shoot the lockdown switch to close the breach before you get sucked out as well.



Once the area is clear, move into the power grid room. Check out the lockers in here. There is a text log in one of them. If necessary, recharge your stasis at the stasis station. Pick up some ammo and then hack the console so you can use a cargo lift on the area's opposite side.

Text Log: Personal Log

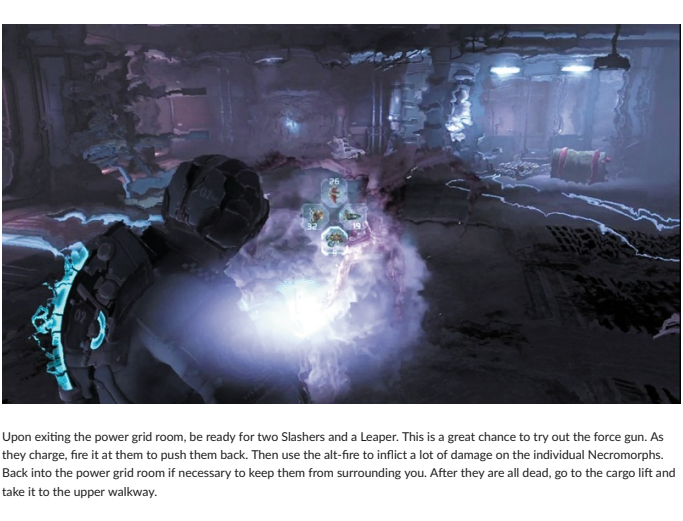
Personal Log: Howard Phillips

Record number: 466

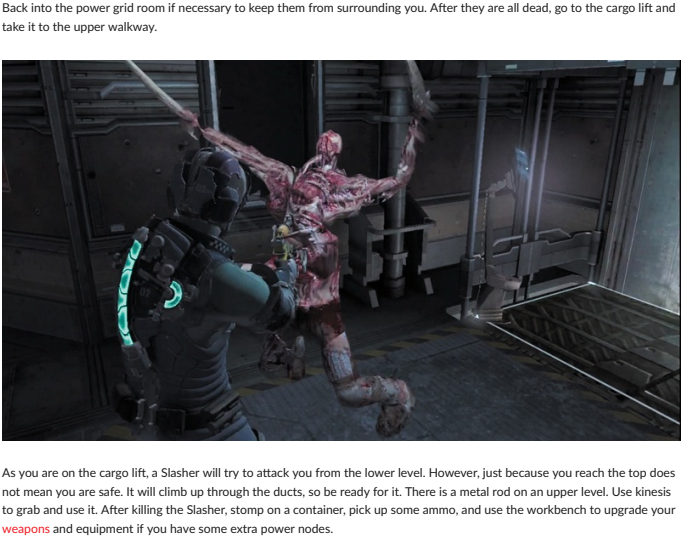
I've been trying to stay out of range of ANTI's interfaces as much as I can. I don't want to hear her excuses anymore about my transfer requests. Every time I ask, I just get computerized bullshit.

Twenty-three requests! I've put in twenty-three requests, and not one response. I know she's lying. I know she never sent them.

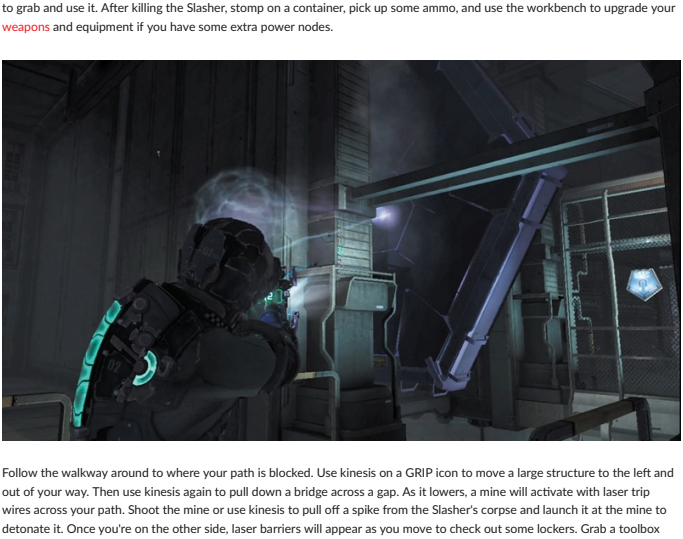
I showed ANTI, though. I let all my birds out of their cages at lunch! It was beautiful; they were all flying around, free and happy. I wish I could be them. ANTI was spouting regulations and talking about "abnormal profiles." I didn't care. I danced with the birds all day. I love my birds. I want to go home.



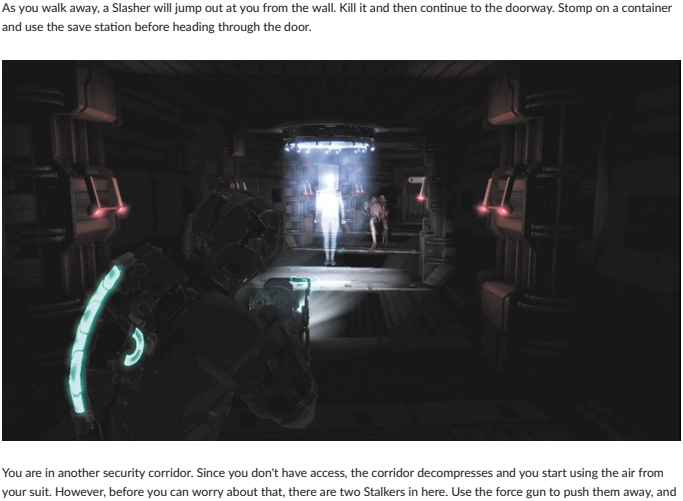
Upon exiting the power grid room, be ready for two Slashers and a Leaper. This is a great chance to try out the force gun. As they charge, fire it at them to push them back. Then use the alt-fire to inflict a lot of damage on the individual Necromorphs. Back into the power grid room if necessary to keep them from surrounding you. After they are all dead, go to the cargo lift and take it to the upper walkway.



As you are on the cargo lift, a Slasher will try to attack you from the lower level. However, just because you reach the top does not mean you are safe. It will climb up through the ducts, so be ready for it. There is a metal rod on an upper level. Use kinesis to grab and use it. After killing the Slasher, stomp on a container, pick up some ammo, and use the workbench to upgrade your weapons and equipment if you have some extra power nodes.



Follow the walkway around to where your path is blocked. Use kinesis on a GRIP icon to move a large structure to the left and out of your way. Then use kinesis again to pull down a bridge across a gap. As it lowers, a mine will activate with laser trip wires across your path. Shoot the mine or use kinesis to pull off a spike from the Slasher's corpse and launch it at the mine to detonate it. Once you're on the other side, laser barriers will appear as you move to check out some lockers. Grab a toolbox with kinesis and launch it into the lasers to detonate the explosives. Then search the lockers; one of them has a power node. As you walk away, a Slasher will jump out at you from the wall. Kill it and then continue to the doorway. Stomp on a container and use the save station before heading through the door.

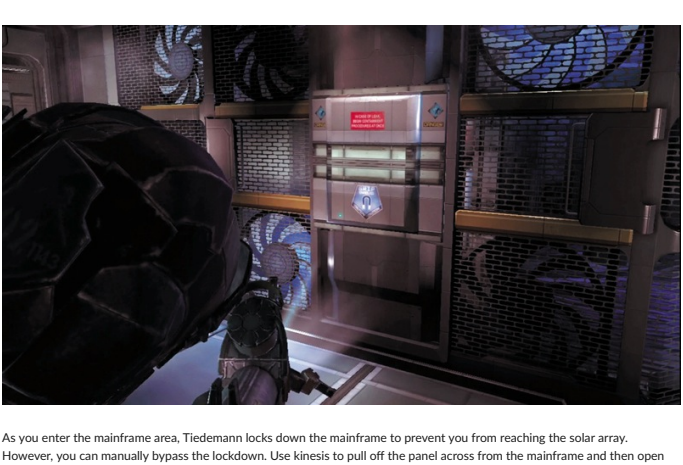


You are in another security corridor. Since you don't have access, the corridor decompresses and you start using the air from your suit. However, before you can worry about that, there are two Stalkers in here. Use the force gun to push them away, and then use the alt-fire to take them out. Now move toward the corridor's other end and hack a console, restoring the corridor's atmosphere. Check the locker on the side passage and then head through the door to the mainframe access.

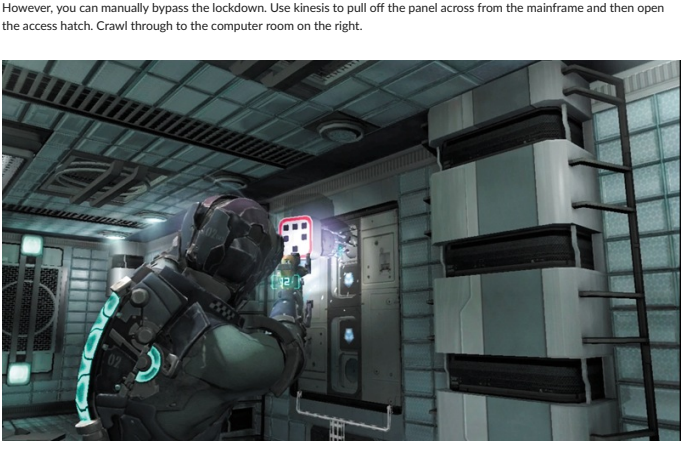
The Mainframe

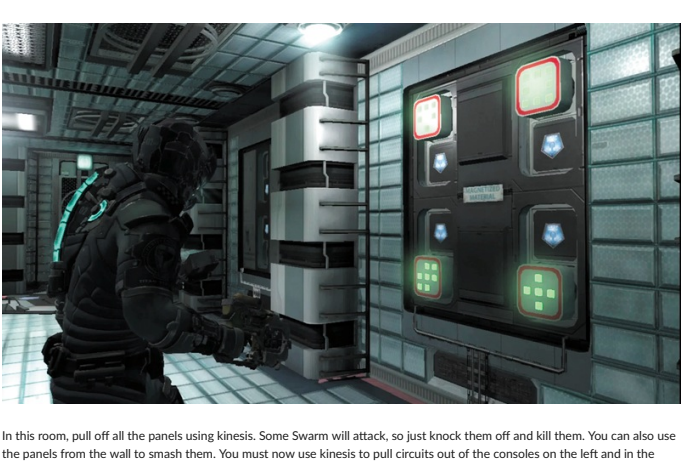
Disable the security mainframe

If Tiedemann and his AI program think they can lock me in here, they're sorely mistaken. The program is probably controlled by the array's security mainframe. I need to find a way to disable it.

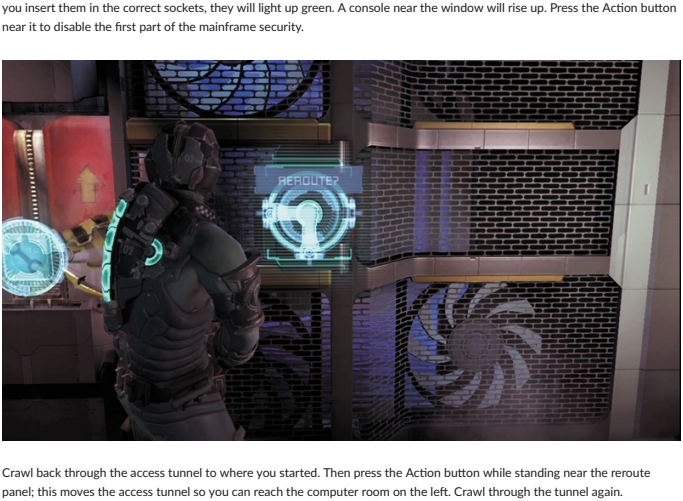


As you enter the mainframe area, Tiedemann locks down the mainframe to prevent you from reaching the solar array. However, you can manually bypass the lockdown. Use kinesis to pull off the panel across from the mainframe and then open the access hatch. Crawl through to the computer room on the right.

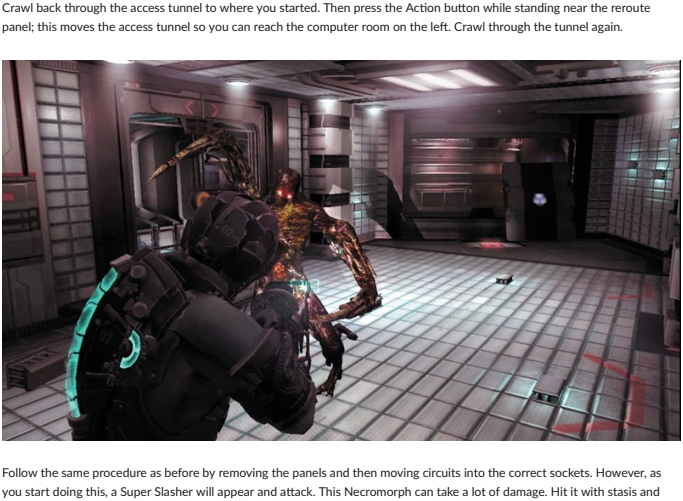




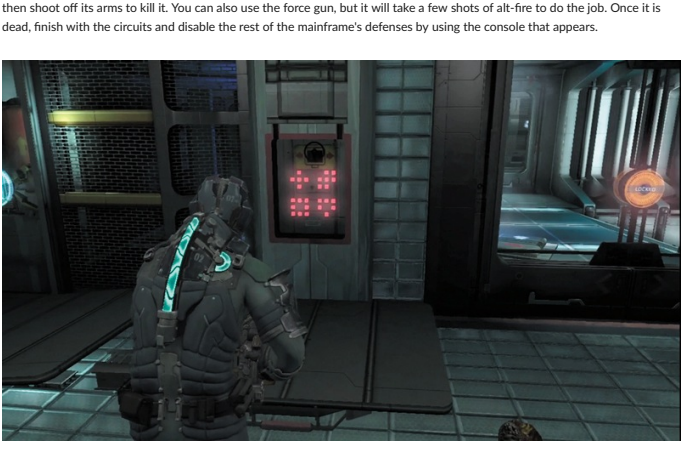
In this room, pull off all the panels using kinesis. Some Swarm will attack, so just knock them off and kill them. You can also use the panels from the wall to smash them. You must now use kinesis to pull circuits out of the consoles on the left and in the middle; then insert them into sockets on the right. Look at the diagram near the window on the right to see where they go. If you insert them in the correct sockets, they will light up green. A console near the window will rise up. Press the Action button near it to disable the first part of the mainframe security.

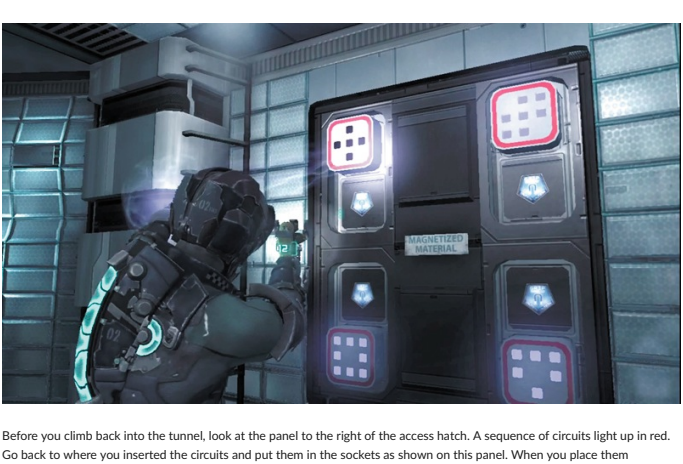


Crawl back through the access tunnel to where you started. Then press the Action button while standing near the reroute panel; this moves the access tunnel so you can reach the computer room on the left. Crawl through the tunnel again.

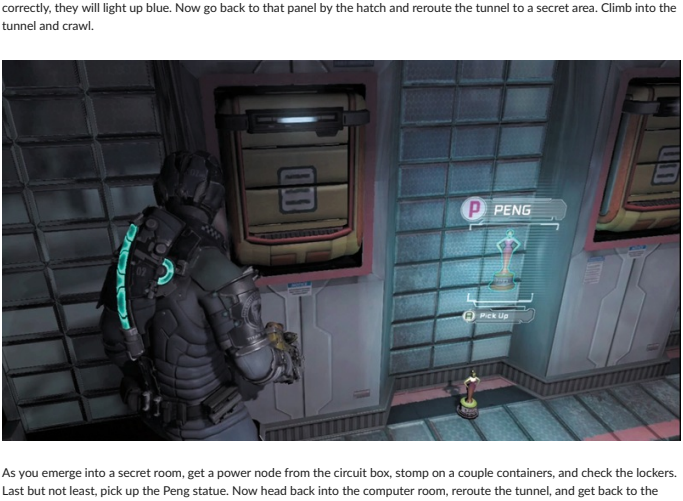


Follow the same procedure as before by removing the panels and then moving circuits into the correct sockets. However, as you start doing this, a Super Slasher will appear and attack. This Necromorph can take a lot of damage. Hit it with stasis and then shoot off its arms to kill it. You can also use the force gun, but it will take a few shots of alt-fire to do the job. Once it is dead, finish with the circuits and disable the rest of the mainframe's defenses by using the console that appears.





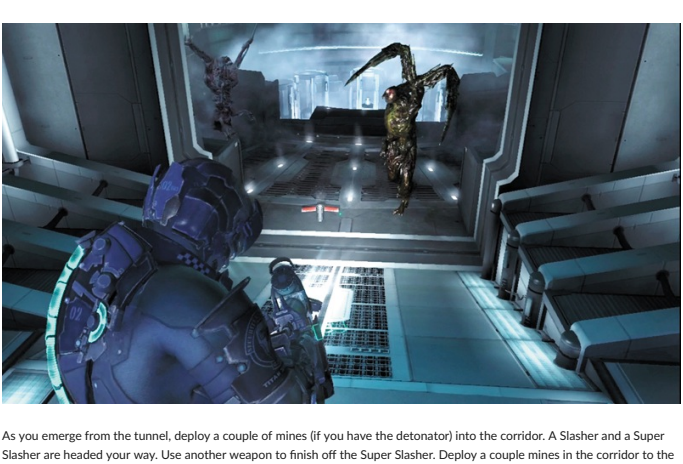
Before you climb back into the tunnel, look at the panel to the right of the access hatch. A sequence of circuits light up in red. Go back to where you inserted the circuits and put them in the sockets as shown on this panel. When you place them correctly, they will light up blue. Now go back to that panel by the hatch and reroute the tunnel to a secret area. Climb into the tunnel and crawl.



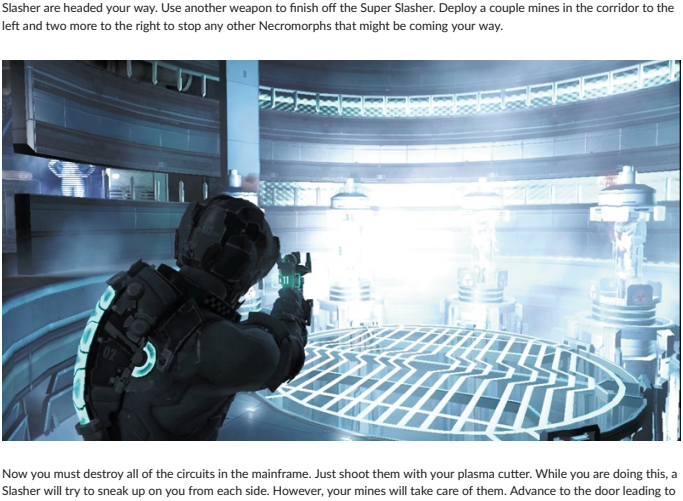
As you emerge into a secret room, get a power node from the circuit box, stomp on a couple containers, and check the lockers. Last but not least, pick up the Peng statue. Now head back into the computer room, reroute the tunnel, and get back to the corridor by the mainframe.

Collect Peng

Find and pick up the Peng in order to earn the Collect Peng Achievement/Trophy.



As you emerge from the tunnel, deploy a couple of mines (if you have the detonator) into the corridor. A Slasher and a Super Slasher are headed your way. Use another weapon to finish off the Super Slasher. Deploy a couple mines in the corridor to the left and two more to the right to stop any other Necromorphs that might be coming your way.

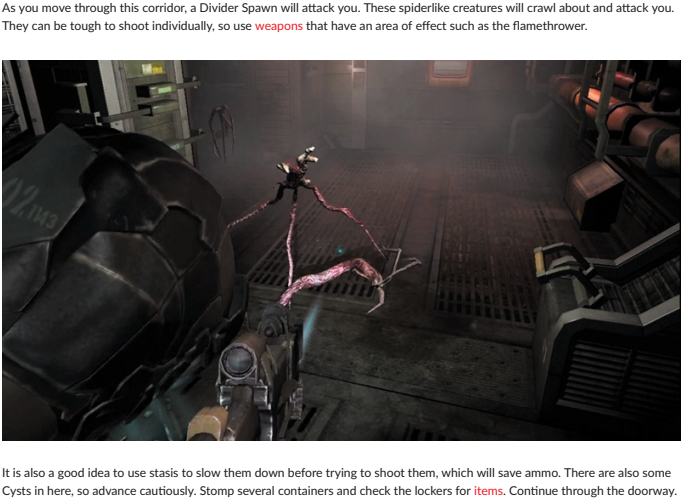


Now you must destroy all of the circuits in the mainframe. Just shoot them with your plasma cutter. While you are doing this, a Slasher will try to sneak up on you from each side. However, your mines will take care of them. Advance to the door leading to the solar array control pod to continue.

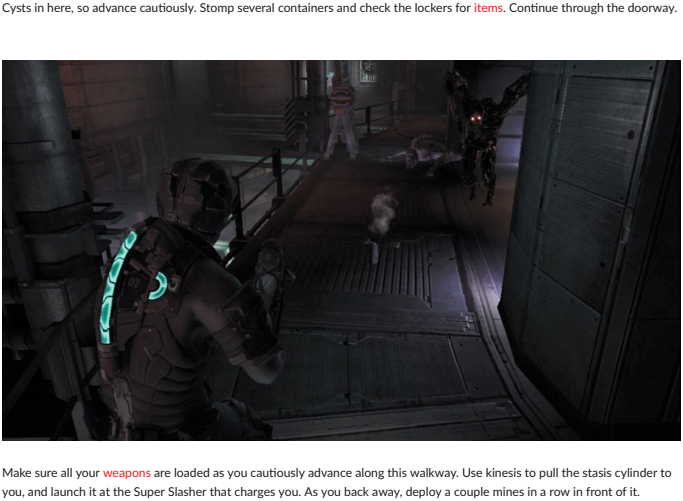
Shut Down

As soon as you defeat the AI by destroying all of the circuits in the mainframe, you earn the Shut Down Achievement/Trophy.

As you move through this corridor, a Divider Spawn will attack you. These spiderlike creatures will crawl about and attack you. They can be tough to shoot individually, so use weapons that have an area of effect such as the flamethrower.

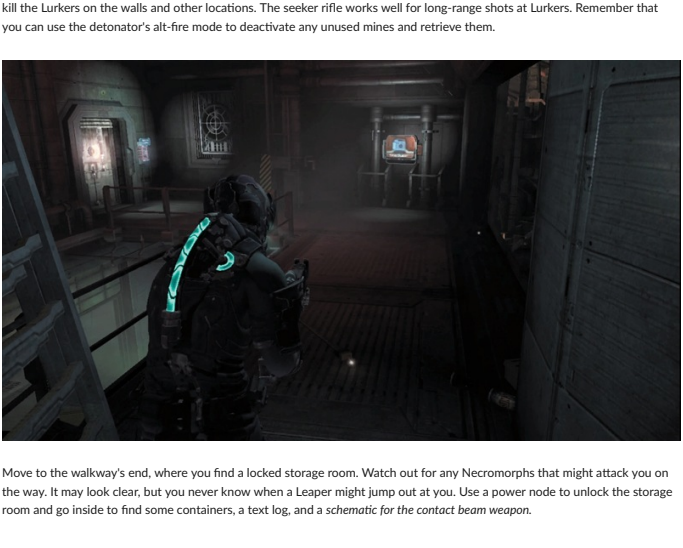


It is also a good idea to use stasis to slow them down before trying to shoot them, which will save ammo. There are also some Cysts in here, so advance cautiously. Stomp several containers and check the lockers for items. Continue through the doorway.



Make sure all your weapons are loaded as you cautiously advance along this walkway. Use kinesis to pull the stasis cylinder to you, and launch it at the Super Slasher that charges you. As you back away, deploy a couple mines in a row in front of it.

Make sure you don't set them too closely together, or one explosion will trigger the rest and ruin your setup. A Leaper will also come at you from the same direction. Switch to another weapon to finish off anything that makes it through the mines. Then kill the Lurkers on the walls and other locations. The seeker rifle works well for long-range shots at Lurkers. Remember that you can use the detonator's alt-fire mode to deactivate any unused mines and retrieve them.



Move to the walkway's end, where you find a locked storage room. Watch out for any Necromorphs that might attack you on the way. It may look clear, but you never know when a Leaper might jump out at you. Use a power node to unlock the storage room and go inside to find some containers, a text log, and a schematic for the contact beam weapon.

After leaving this room, record your progress at the save station and then walk to the door to the solar array control pod. You must hack the console next to it in order to unlock this door.

Text Log: Personal Log

Personal Log: Howard Phillips

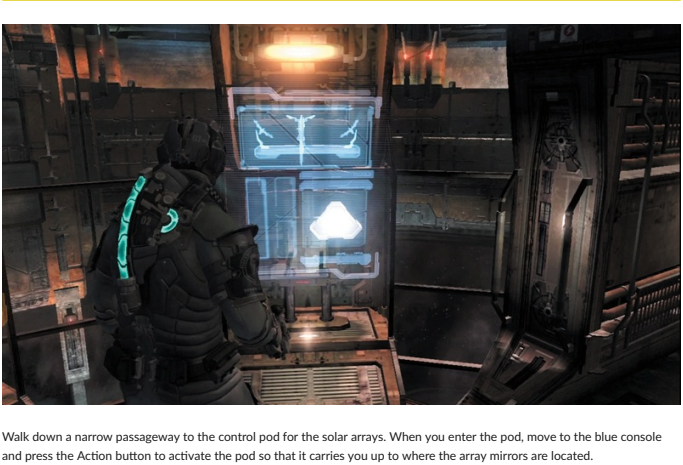
Record number: 497

They hate me. They all hate me. I can see them all. They're everywhere now, just perched, watching me. Even ANTI. She's just waiting until old Howard Phillips finally goes crazy and snaps, like he did when he let the birds out, violated all the codes, broke all the rules. I'll show them crazy. I'll show them what it takes to get out of here. They'll have to come up here and clean up all this blood, and then what rules will they make? I'll break those too. I'm going to go lie down. I don't feel right.

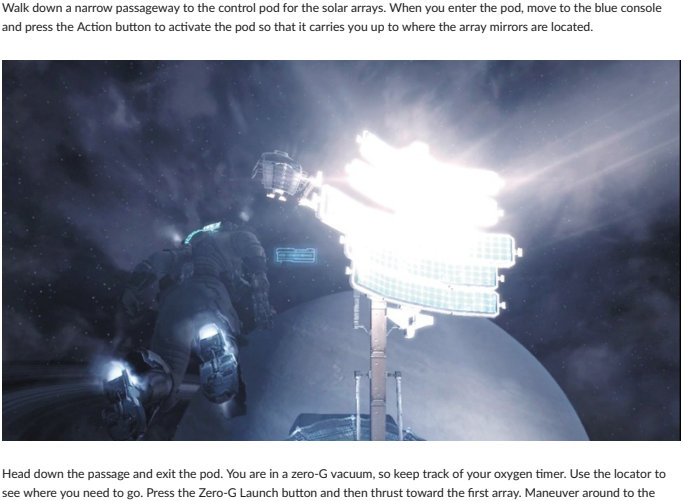
The Solar Arrays

Align the solar array panels

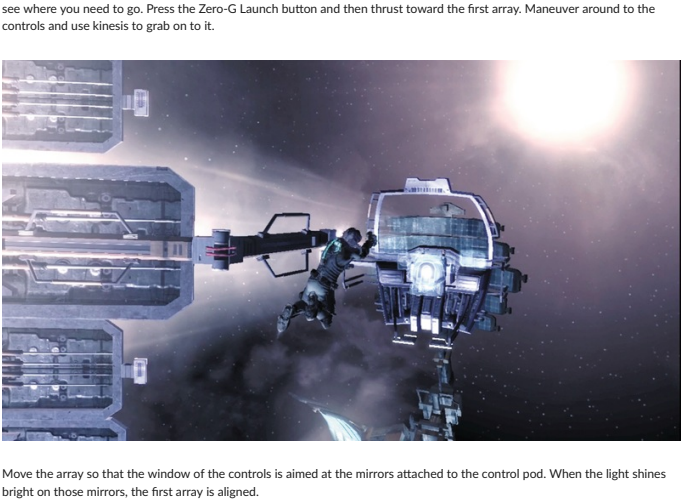
Looks like the solar mirrors haven't been maintained for years. I'll have to align them manually to get the solar array started.



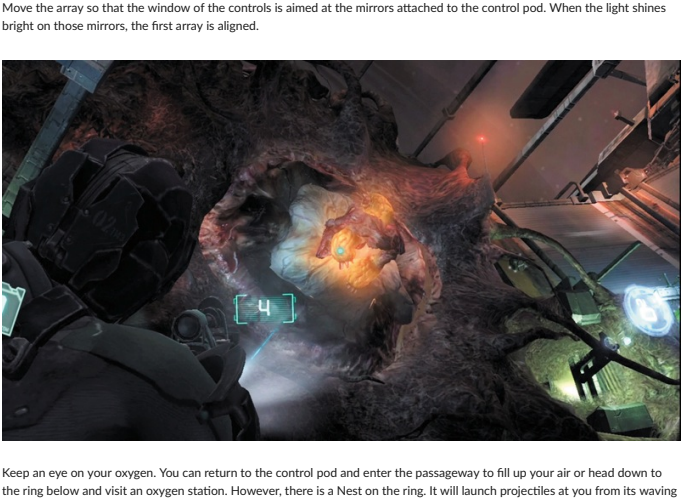
Walk down a narrow passageway to the control pod for the solar arrays. When you enter the pod, move to the blue console and press the Action button to activate the pod so that it carries you up to where the array mirrors are located.



Head down the passage and exit the pod. You are in a zero-G vacuum, so keep track of your oxygen timer. Use the locator to see where you need to go. Press the Zero-G Launch button and then thrust toward the first array. Maneuver around to the controls and use kinesis to grab on to it.



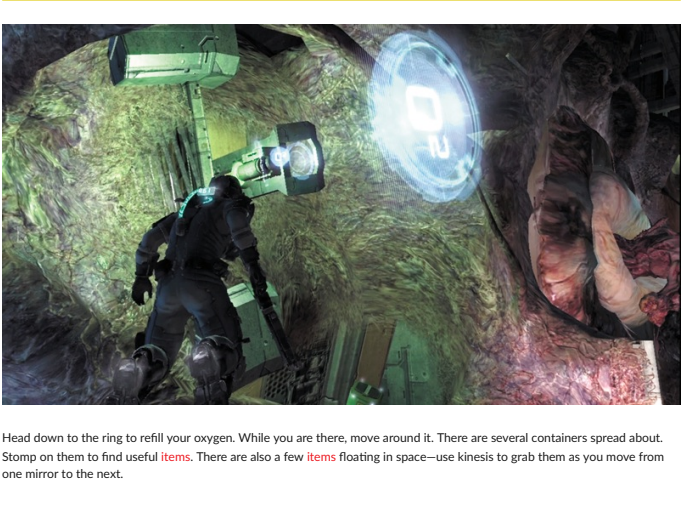
Move the array so that the window of the controls is aimed at the mirrors attached to the control pod. When the light shines bright on those mirrors, the first array is aligned.



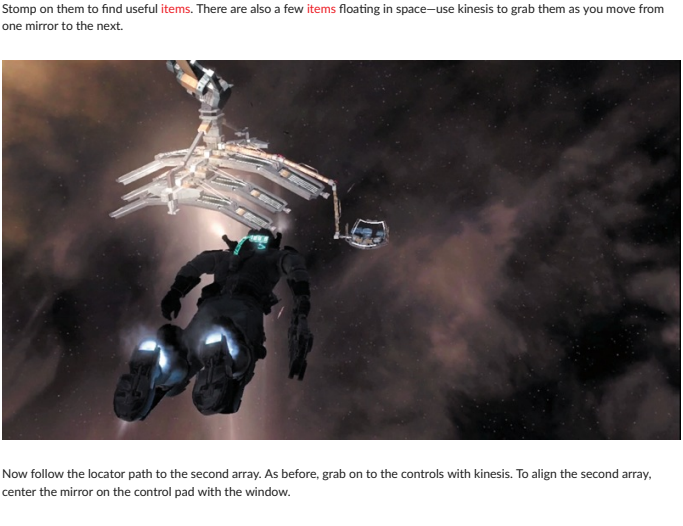
Keep an eye on your oxygen. You can return to the control pod and enter the passageway to fill up your air or head down to the ring below and visit an oxygen station. However, there is a Nest on the ring. It will launch projectiles at you from its waving arms. Use the seeker rifle in zoom mode and shoot each of the three yellowish pods on its arms to kill it.

Isaac's Log

The Nest is a giant Necromorph and is difficult to kill. You have to dodge the projectiles it launches at you while trying to shoot its arms. The moving arms can be tough to hit. I found that a shot of stasis, followed by the line gun's alt-fire could take out all of the arms with a single shot, if I aimed carefully. The seeker rifle also worked well. In zoom mode, it had enough firepower to destroy an arm with a single shot. I waited until the Nest launched its projectiles and its arms stopped moving momentarily. I then took my shot and dodged. I repeated this tactic twice more until it was dead.



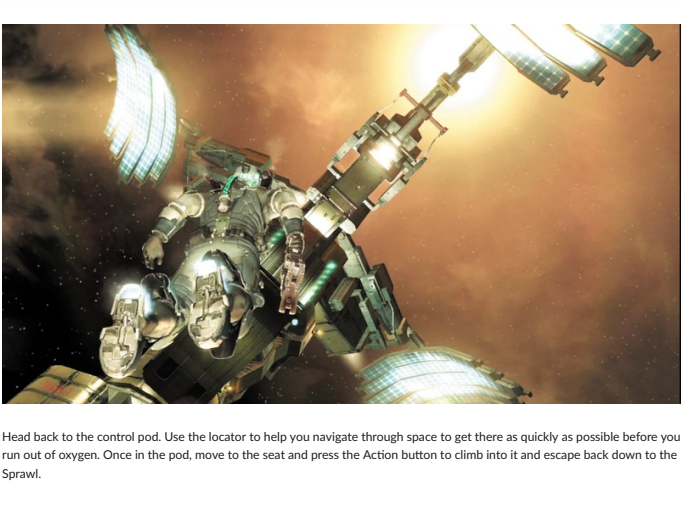
Head down to the ring to refill your oxygen. While you are there, move around it. There are several containers spread about. Stomp on them to find useful items. There are also a few items floating in space—use kinesis to grab them as you move from one mirror to the next.



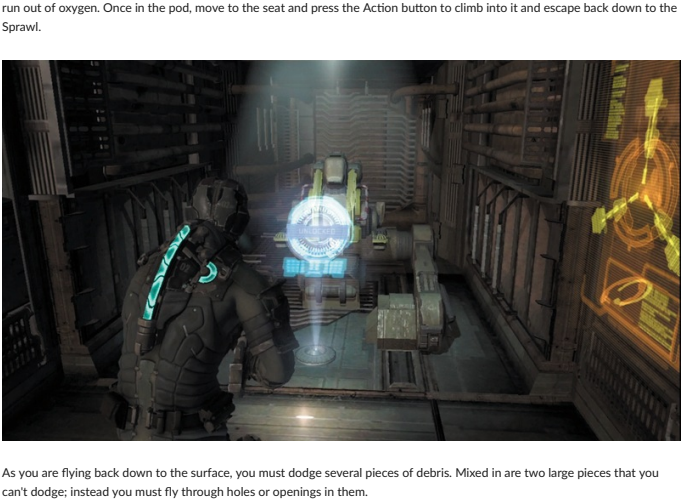
Now follow the locator path to the second array. As before, grab on to the controls with kinesis. To align the second array, center the mirror on the control pad with the window.

Powered Up

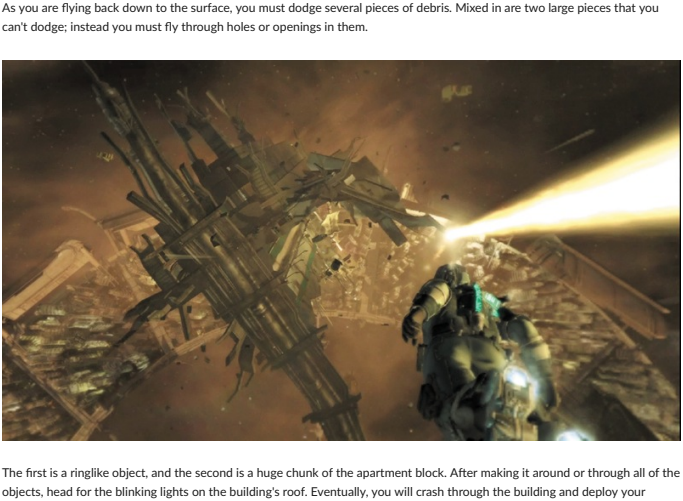
By completing the solar array puzzle and aligning both arrays, you are awarded the Powered Up Achievement/Trophy.



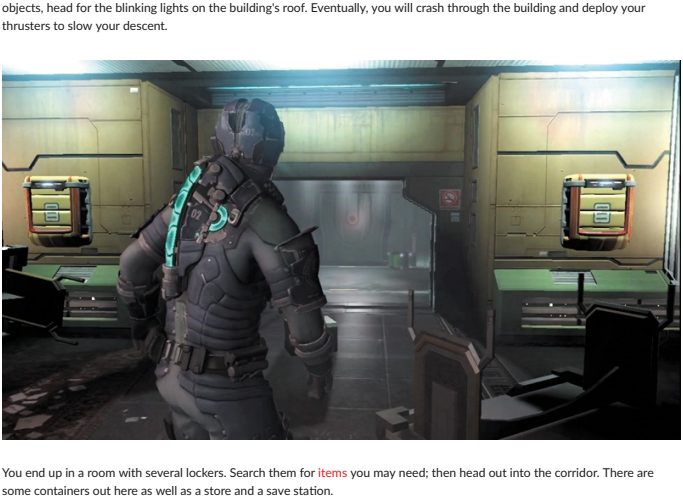
Head back to the control pod. Use the locator to help you navigate through space to get there as quickly as possible before you run out of oxygen. Once in the pod, move to the seat and press the Action button to climb into it and escape back down to the Sprawl.



As you are flying back down to the surface, you must dodge several pieces of debris. Mixed in are two large pieces that you can't dodge; instead you must fly through holes or openings in them.



The first is a ringlike object, and the second is a huge chunk of the apartment block. After making it around or through all of the objects, head for the blinking lights on the building's roof. Eventually, you will crash through the building and deploy your thrusters to slow your descent.



You end up in a room with several lockers. Search them for items you may need; then head out into the corridor. There are some containers out here as well as a store and a save station.

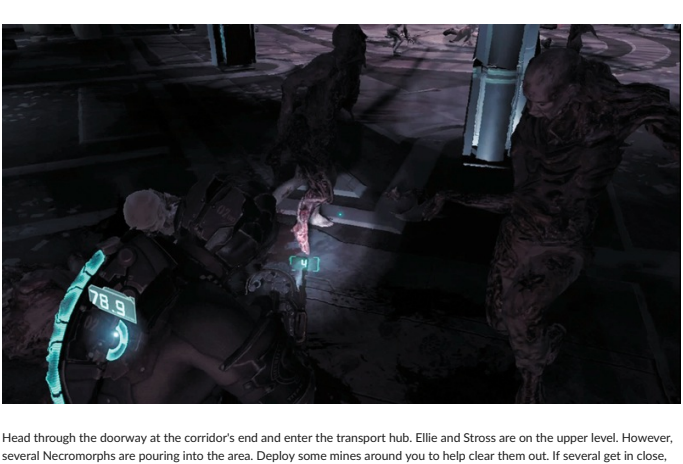
At the store, upload the schematic for the contact beam and then purchase this new weapon. Take this with you, along with the detonator, plasma cutter, and either the seeker rifle or the line gun. Don't forget to visit the save station.

Isaac's Log

As soon as I could, I purchased the contact beam. I put the force gun in the safe to make room in my inventory. The contact beam is an energy projector that deals heavy damage. To use it, hold down the Fire button to charge a high-intensity blast. Then release the button to fire it at a target. By pressing Alt-Fire, you can blast kinetic energy into the ground to push away all nearby objects. This also acts as a stasis blast to nearby Necromorphs.

Rendezvous with Ellie and Stross

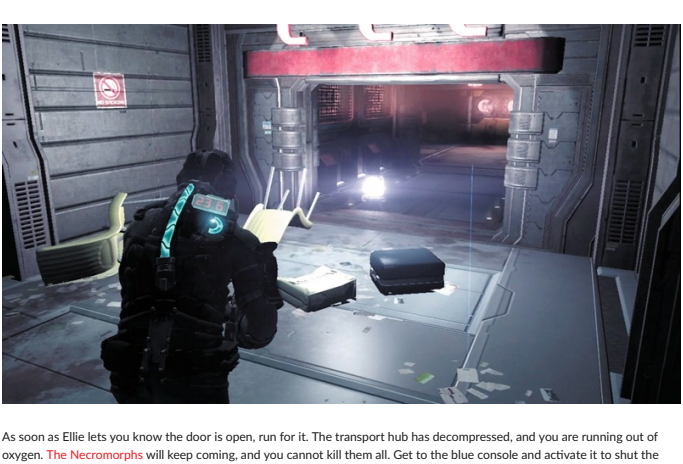
We did it! The Solar Array is back online, and power is being transferred to the Sprawl. Now I just need to get Ellie and Stross over to Government Sector in one piece....



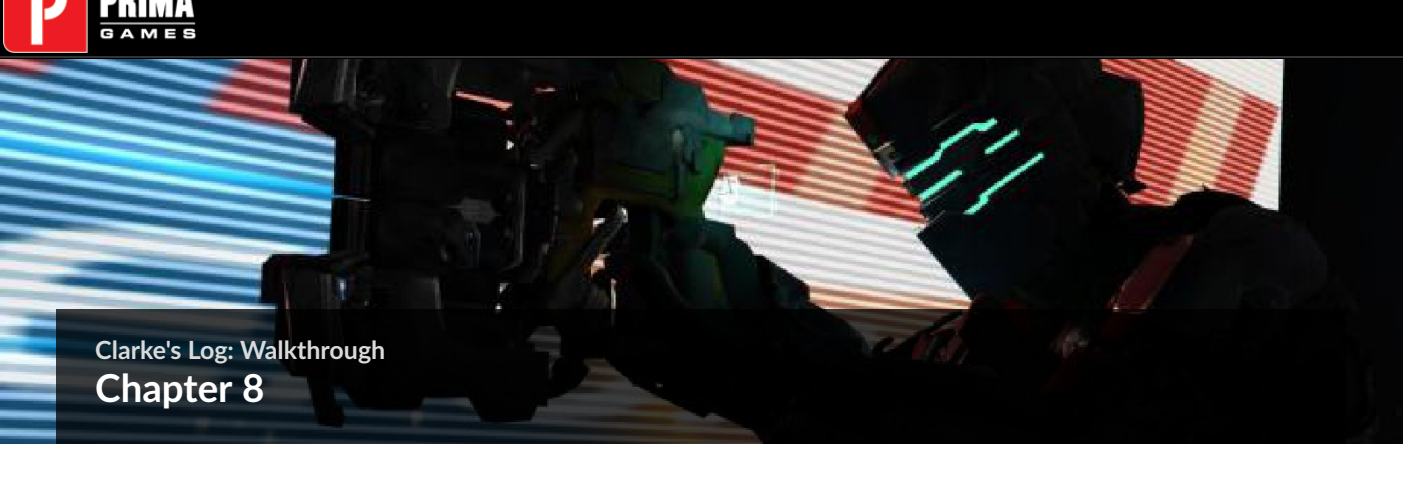
Head through the doorway at the corridor's end and enter the transport hub. Ellie and Stross are on the upper level. However, several Necromorphs are pouring into the area. Deploy some mines around you to help clear them out. If several get in close, use the contact beam's alt-fire to push them away and stun them. You must hold out for a while until Ellie can open a door for you to use to escape.

Escape into the CEC Facility

The transport hub is destroyed. The only way out of this mess is to escape into the CEC Facility.

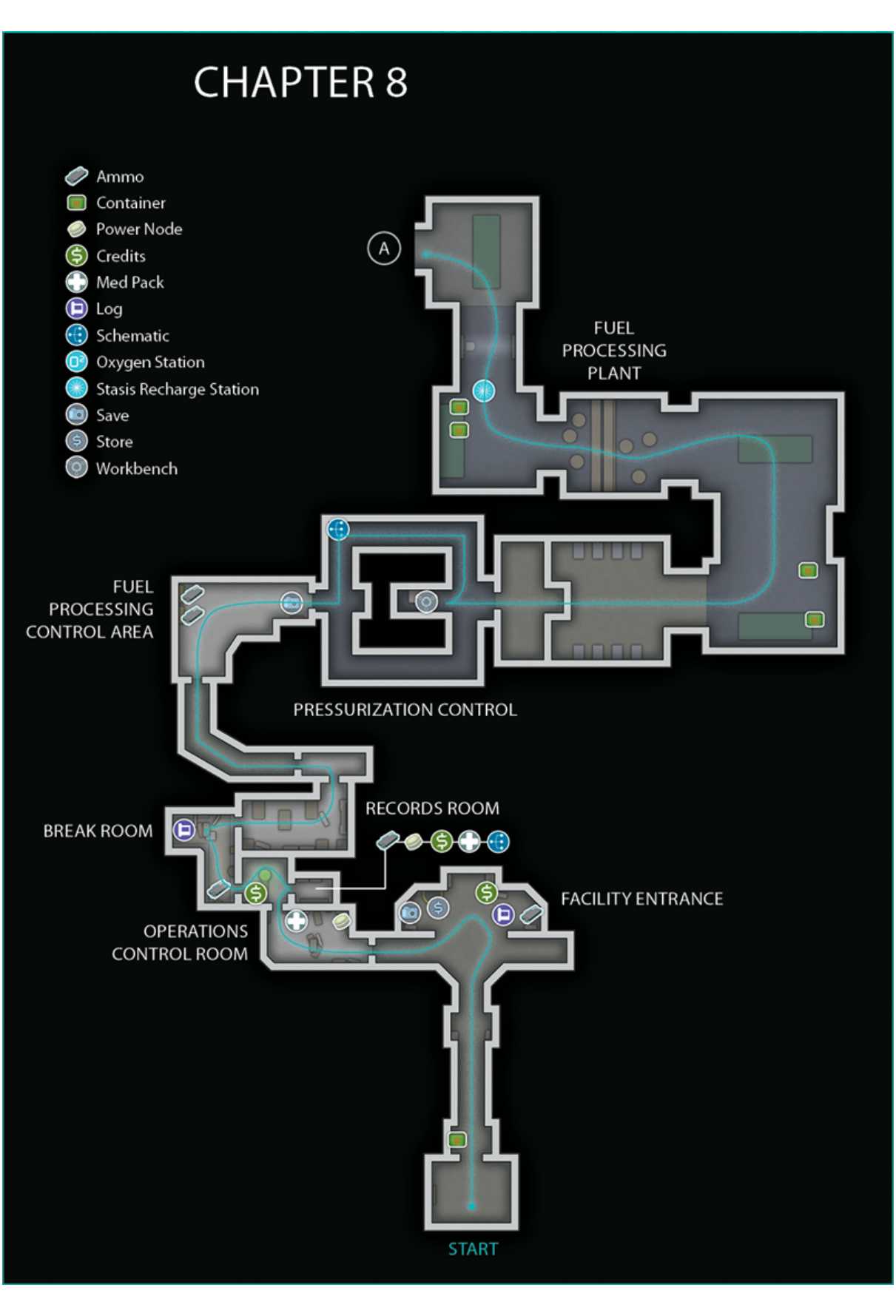


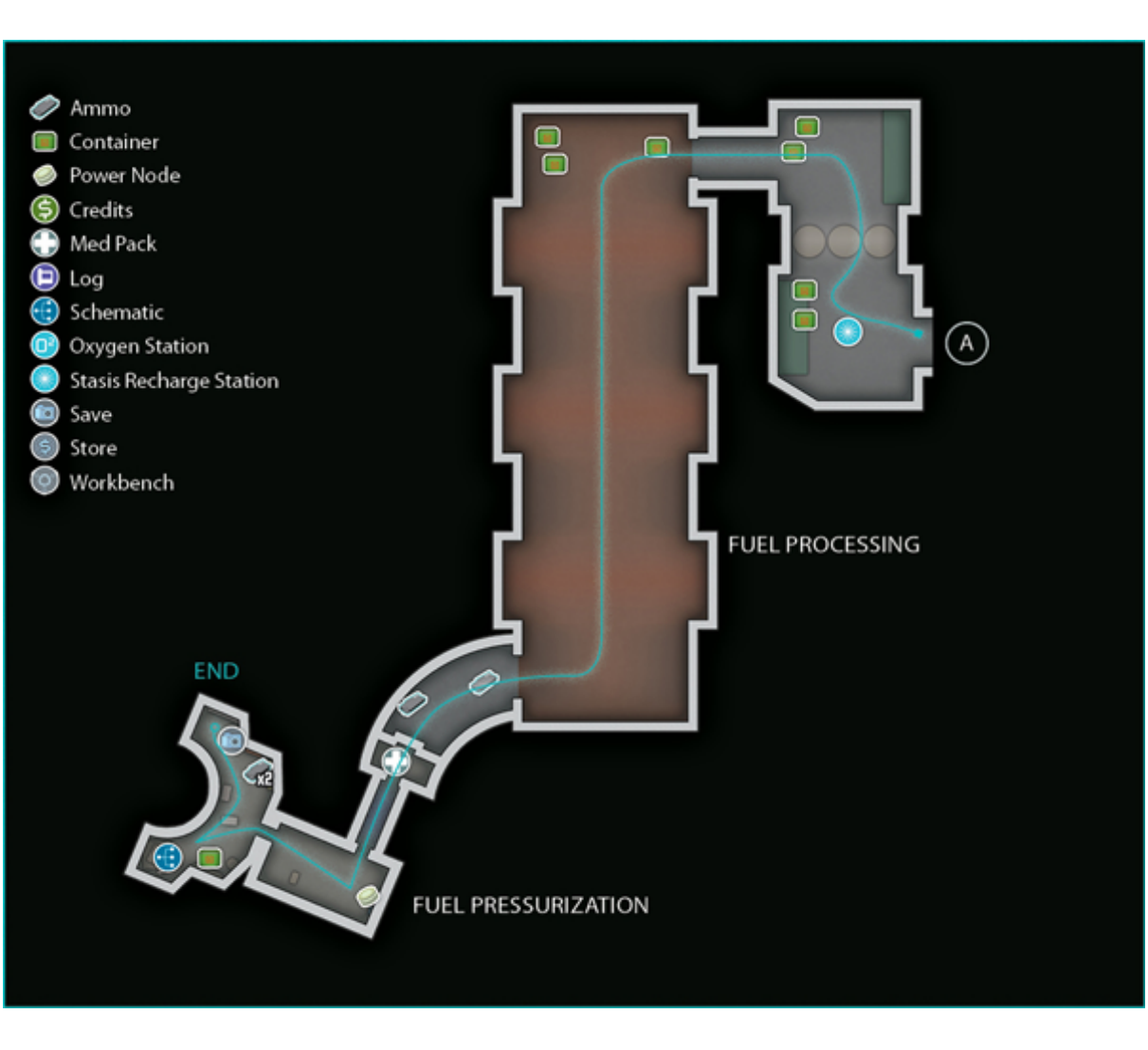
As soon as Ellie lets you know the door is open, run for it. The transport hub has decompressed, and you are running out of oxygen. The Necromorphs will keep coming, and you cannot kill them all. Get to the blue console and activate it to shut the door behind you and keep the Necromorphs out.



Clarke's Log: Walkthrough

Chapter 8



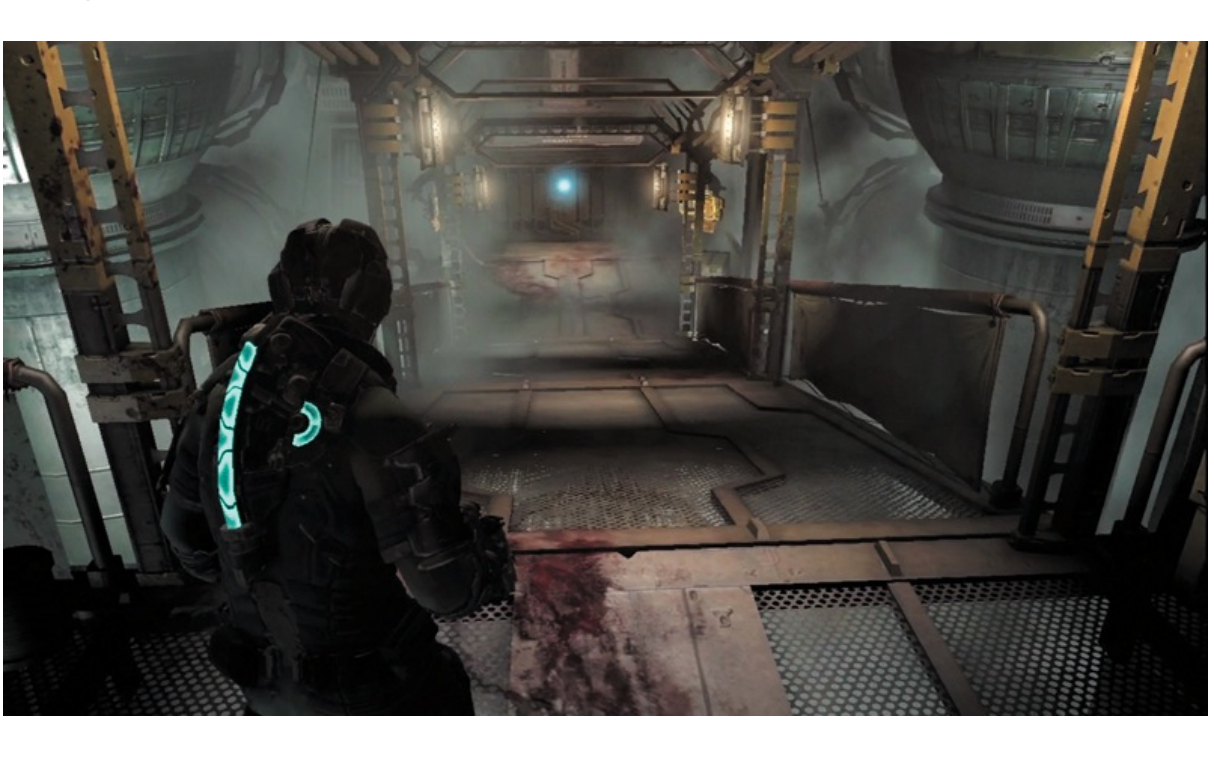


Through the CEC

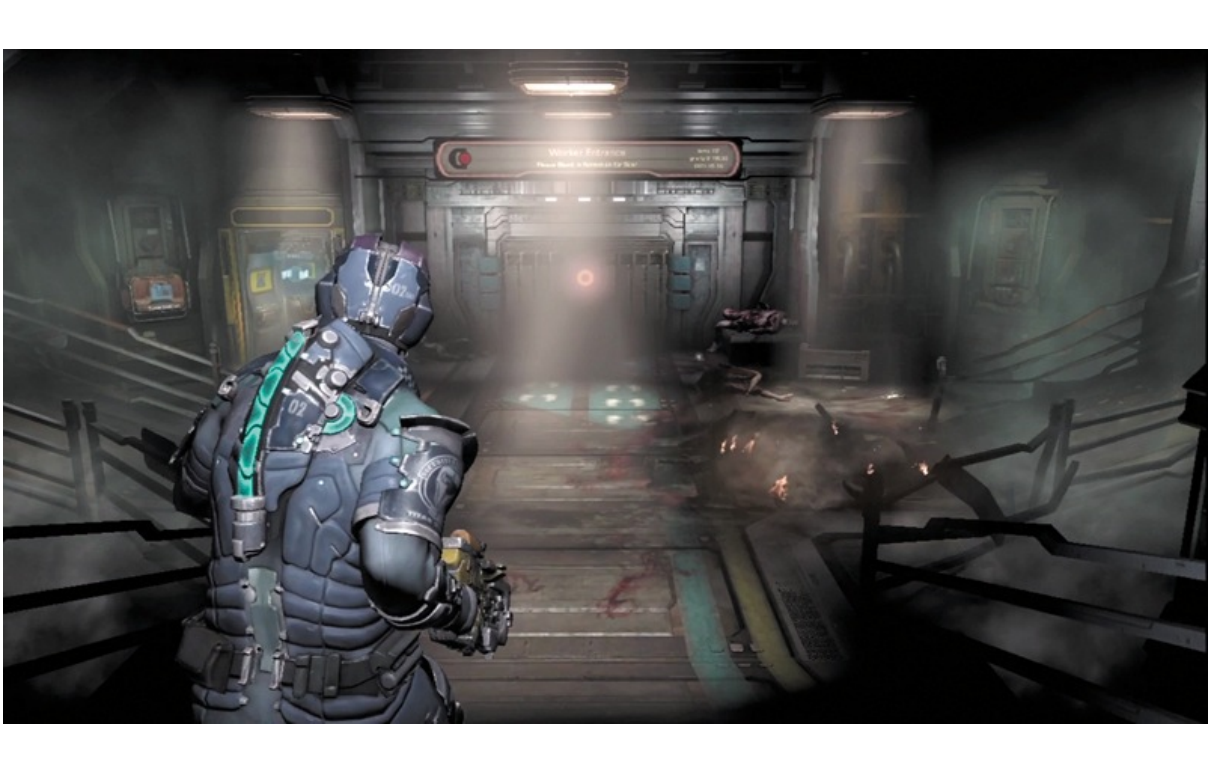
Rendezvous with Ellie and Stross

Ellie and Stross are in here somewhere. We got separated after the transport hub was destroyed. Ellie works for CEC and knows this facility well, so they should be safe here for a while. As for my own safety, I'm not so sure....

Facility Entrance



After leaving the transport hub, you escaped into the CEC complex. You now have to get through this industrial facility to met up with Ellie and Stross, then get them to the Government Sector. As you move through the main facility entrance, smash a container to get an item and then head down the ramp and through the door.



The entrance area has a store and a save station. Look around first to find an audio log, some ammo, and credits. Stop by the store if you need to purchase anything or drop off some items in the safe. Then record your progress at the save station.

// Audio Log: Ellie's Story 01

Kaleb: All teams, this is Kaleb, xenogeologist from Langford Shift 1! There's something in the facility; we've lost three of our crew and can't contact Shift 4! Is anyone else down there? Can you see them? Are they alive? We've set off the evacuation protocols. Get up and out of the facility until we can get this thing locked down!

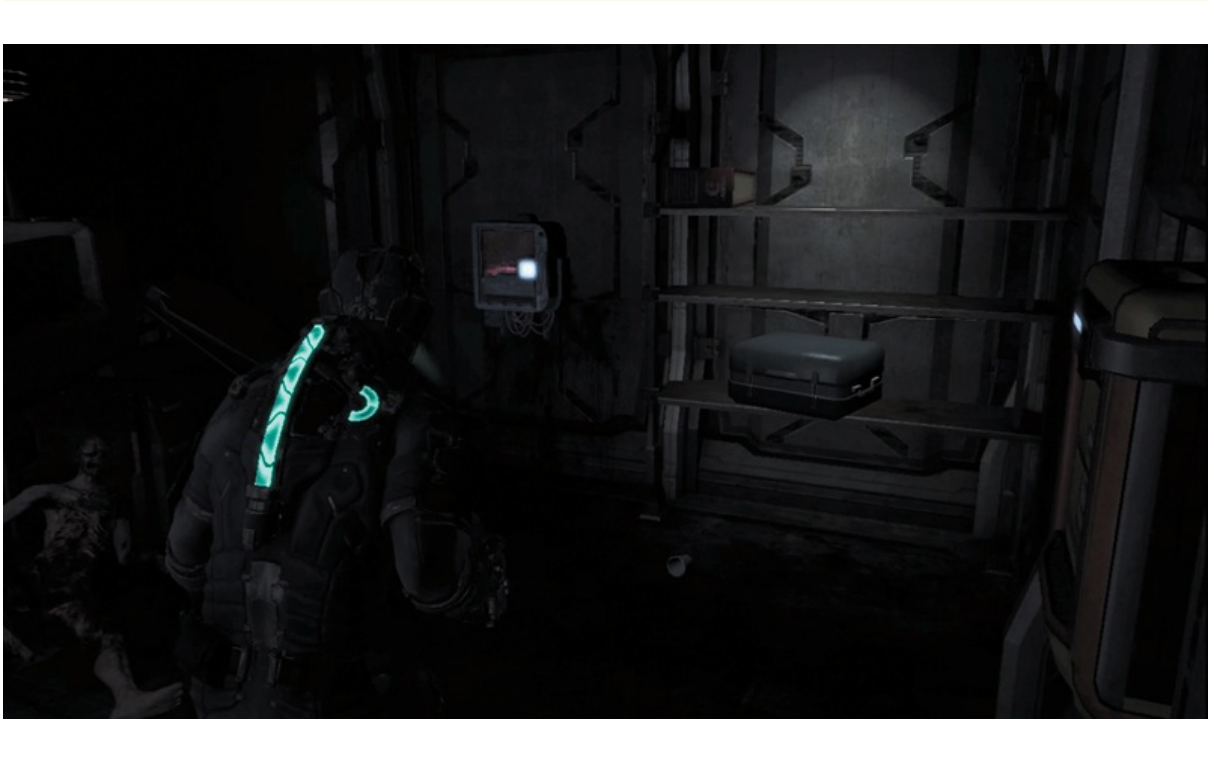
Ellie: Here's comes the transport. Everyone get ready in case there's more.

Kaleb: We're abandoning our shift and heading back up. Everyone else is ordered to do the same. Comms are spotty. Go RIG-to-RIG!

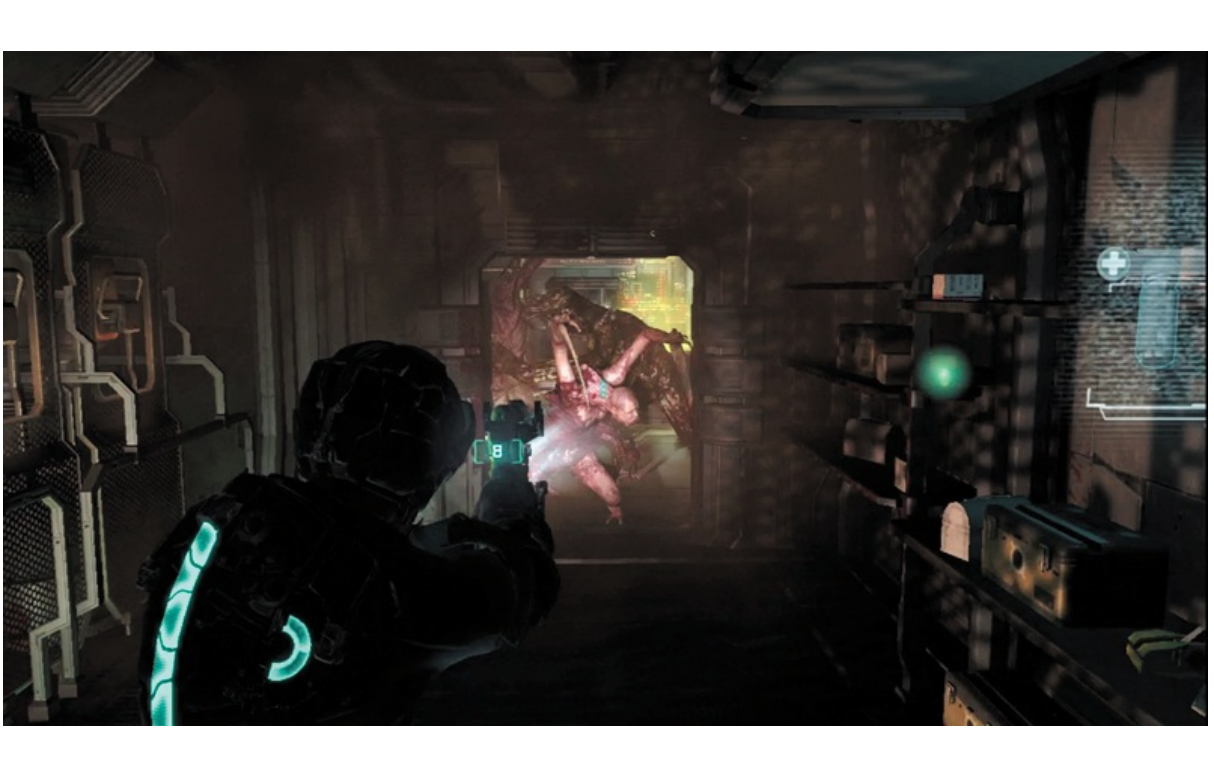
(Sound of transport landing, door opening, then Necromorph howls as they pour out and attack. Plasma cutter fire as Ellie's group opens up)

Ellie: Kaleb, it's more of them! Shoot them! SHOOT THEM!

Kaleb: Kaleb out! (Plasma cutter fire ends the log)



Make your way up the ramp and through the administration entrance since the work entrance door is locked. Get a power node from the circuit box and an item from the locker. There is also a med pack in there. When you are done, go through the door to the operation control room.

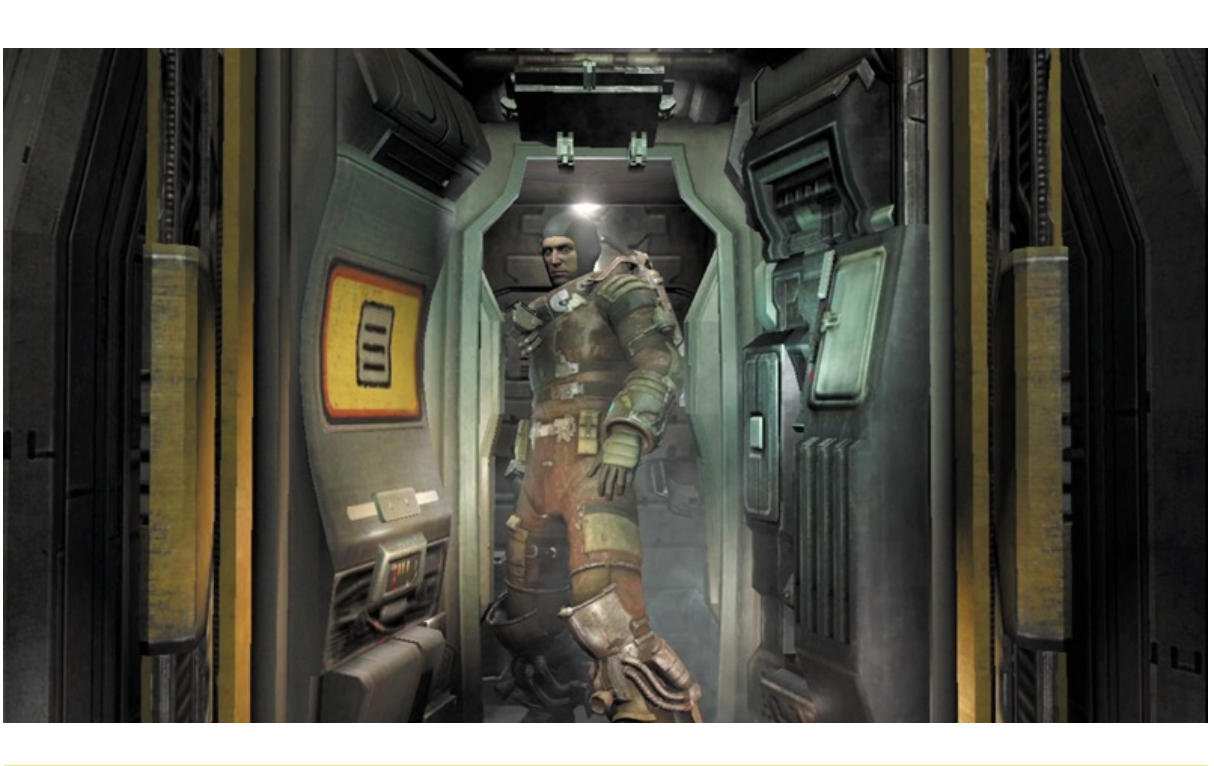


Use a power node to enter the locked storage room. However, don't start picking up things just yet. Deploy some mines outside the storage room and just inside the doorway. Then step back and select a weapon such as the contact beam, force gun, or line gun. A couple Slashers and a Super Slasher will come at you.

Take them all out and then search the room to find some credits, ammo, a med pack, a power node, and a *schematic for the vintage suit*. As you are looking around, be ready since another Super Slasher will drop down from the ceiling to attack you.

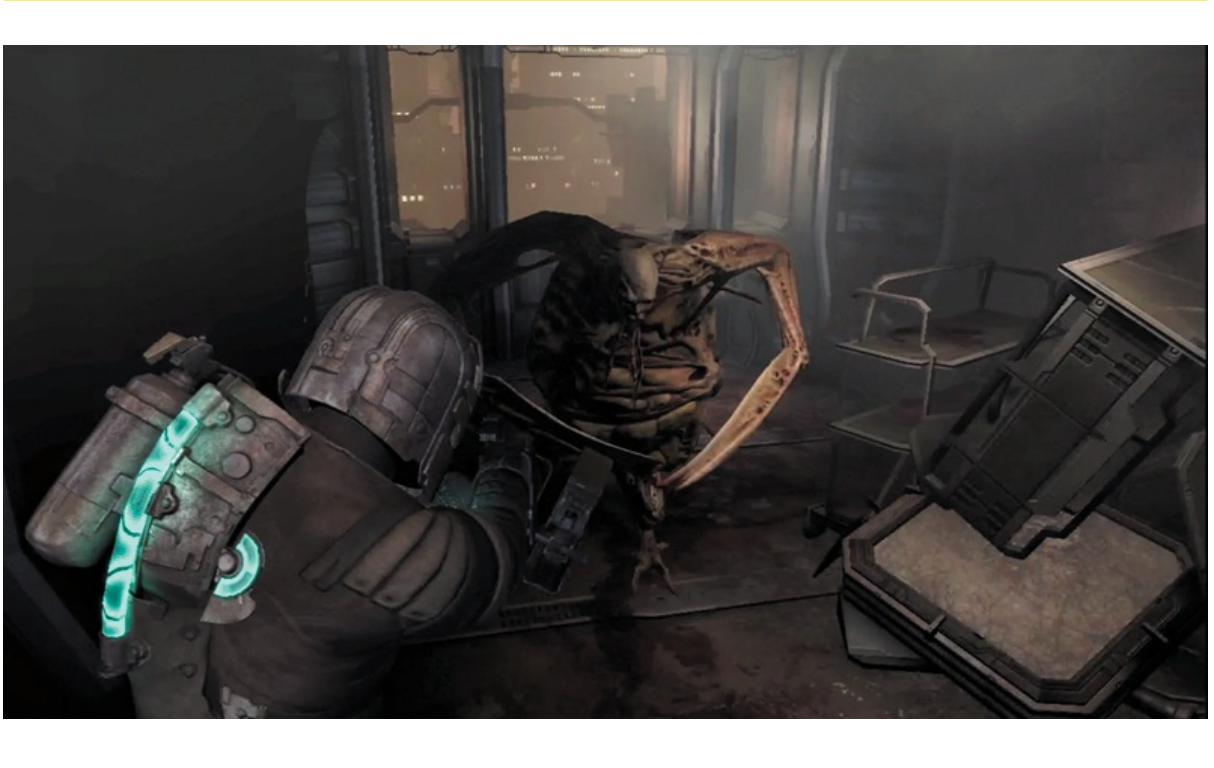
As you exit the storage room, stop by the locker in the control room to get an item, then backtrack to the store and upload the vintage suit schematic you just found. This suit is expensive, but if you have been picking up credits all over the Sprawl, you should have enough to purchase it. Also, consider the weapons in your inventory and select various ones so you are prepared for any threats you may face.

It is a good idea to take the ripper along for dealing with close-quarters fighting as well as the detonator—you will find plenty of ammo for each. The plasma cutter is always good to have on hand. Then pick another weapon of your choice. Select something for long-range combat, such as the seeker rifle or line gun. Leave ammo for other weapons in the safe and put the ammo for your current weapons into your inventory.



Isaac's Log

The vintage suit increases the number of inventory slots to 20 and increases your armor by 15 percent. In addition, you get a 10 percent discount when purchasing items at the store. Even if you decide to use another suit later, it is a good idea to change into the vintage suit before you buy anything, then change back into the suit of your choice before you leave. Too bad I didn't get that discount when I bought the vintage suit.



Head back to the control room and then continue to the break room. Check the locker on the wall for an item, and then be ready to take on a Pregnant farther in the room and around a corner. Shoot off its arms to kill it—avoid hitting its belly. As soon as it is down, be ready for a Slasher to come after you from behind. Kill it and then search the room for an audio log.

// Audio Log: Ellie's Story 02

Kaleb: (Panicked) Sorenson! Do you read? It's Kaleb, Shift 1! Sorenson! Where are you, man? Where's your team?! Ah hell, I'll leave you this in log mode; comms are down. I hope you get this. We're with Ellie Langford's group. We can't wait. These creatures are right on us, and they won't stay down. You guys better be right behind us. We're leaving a swarm of angry dead body parts behind us. Where are you guys?

Ellie: (Panicking) Kaleb, come on! More are moving in ahead of us! I can see them!

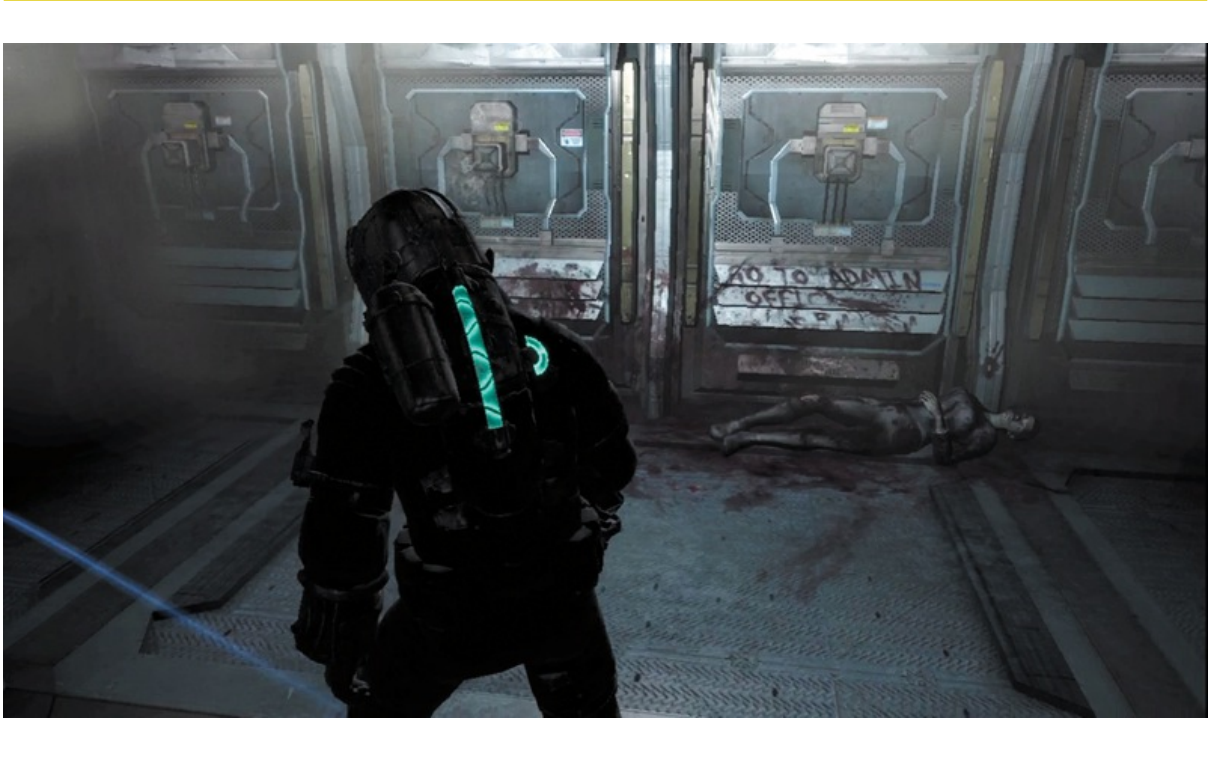
Kaleb: Everyone move it! Go go go!

(Sound of people rushing by)

Kaleb: Sorenson, we'll leave some plasma cutters here for your group. It's the only thing that works! God, I hope you're right behind us....

Ellie: (Shrieking) Kaleb, NOW!

Kaleb: Oh shit! Message end!

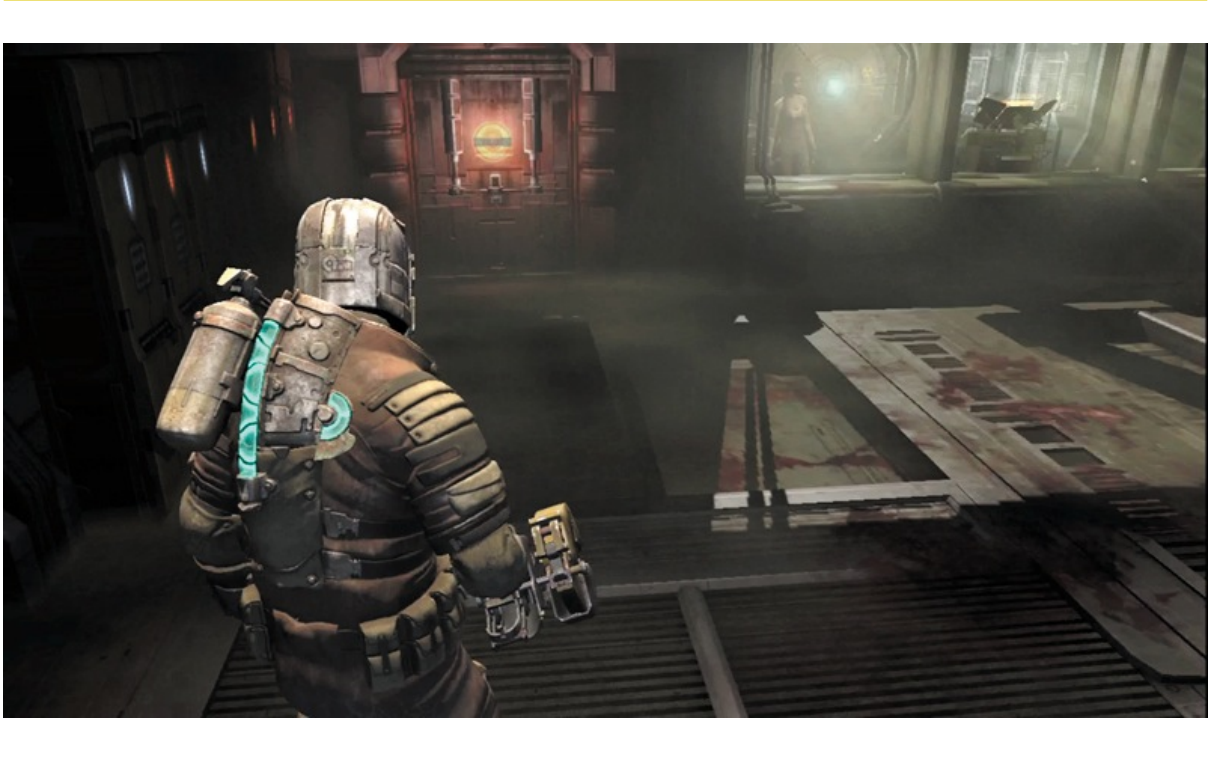


Continue into the records room, where you will experience another hallucination. Walk to the room's other side and exit through the door into a dark room. The lights will come on and you will see a message written in blood on one of the walls. It says, "Go to the Admin Office." Keep this in mind. Exit through the door and take a catwalk to the fuel-processing control area.

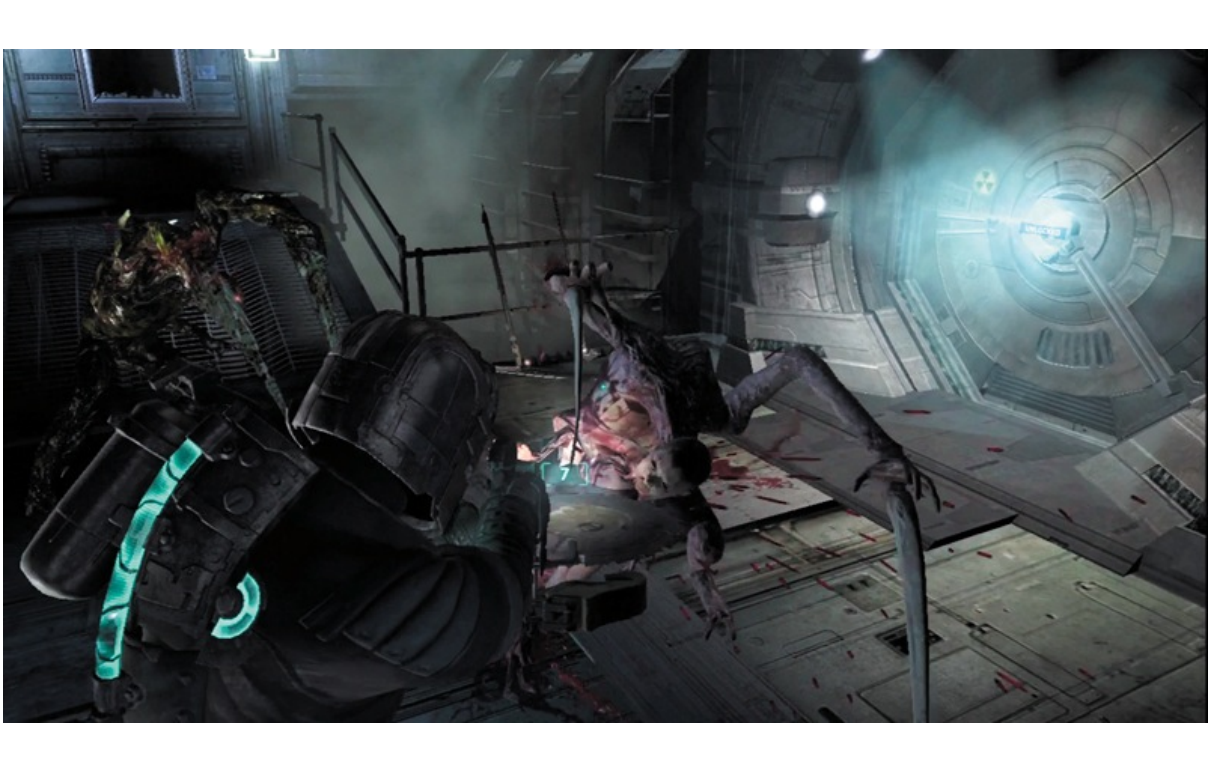
Fuel-Processing Plant

Find an alternate route through Hydrogen Processing

Ellie and Stross came through a different entrance than me; the fastest way to get to their location is to take a shortcut through Hydrogen Processing.



As you enter the room, you can see Ellie through a window in the next room. The door lock has been fused. You must go through the fuel-processing plant to reach her and Stross. After searching the lockers for items and recording your progress at the save station, head through the door leading to the pressurization control.

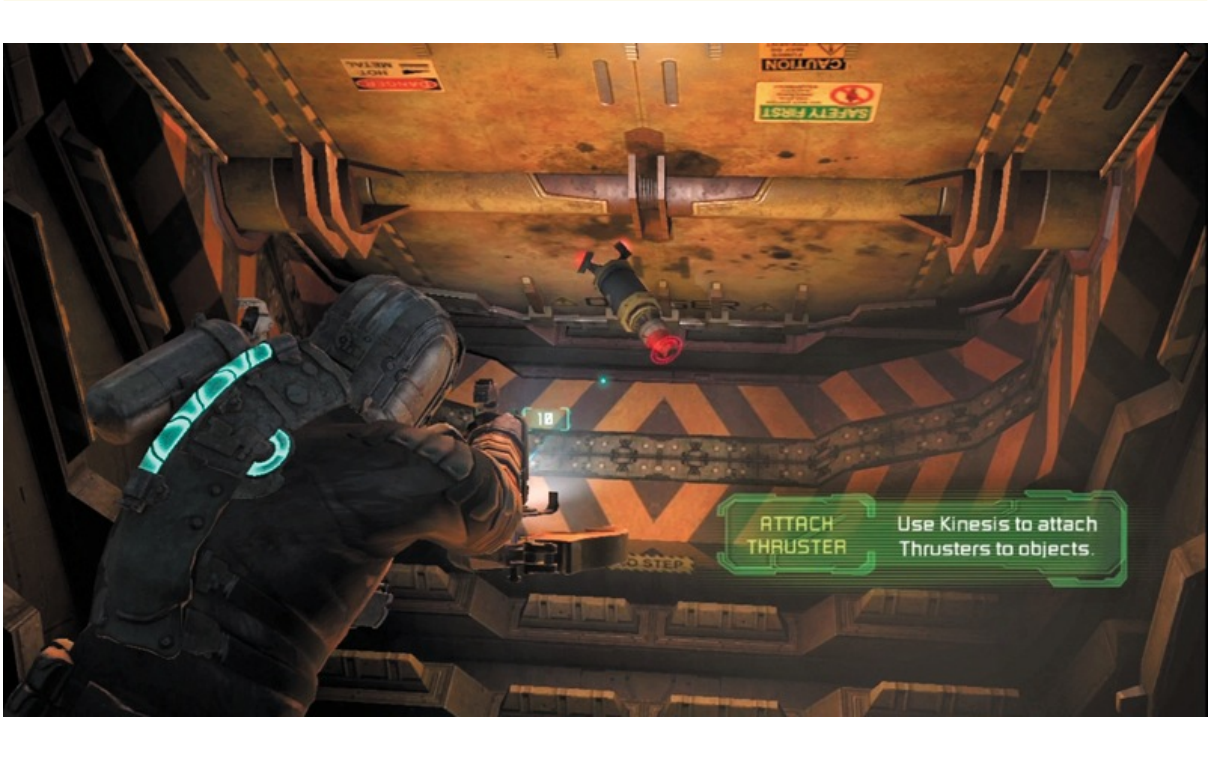


The next room has a catwalk running all around it. Head left to pick up a *schematic for detonator rounds*. Continue to the room's opposite side, where the other door is located. As the machinery starts up, get ready for an attack. Deploy several mines along the catwalk in front of you as you back away.

You must deal with a Super Slasher, a few Slashers, and a Puker. The mines will thin out some of these and will damage the Super Slasher. Finish off the remaining foes with another weapon. Don't forget to use stasis if you get into trouble. There is a workbench in the room, so use it if you want to upgrade some of your weapons.

Isaac's Log

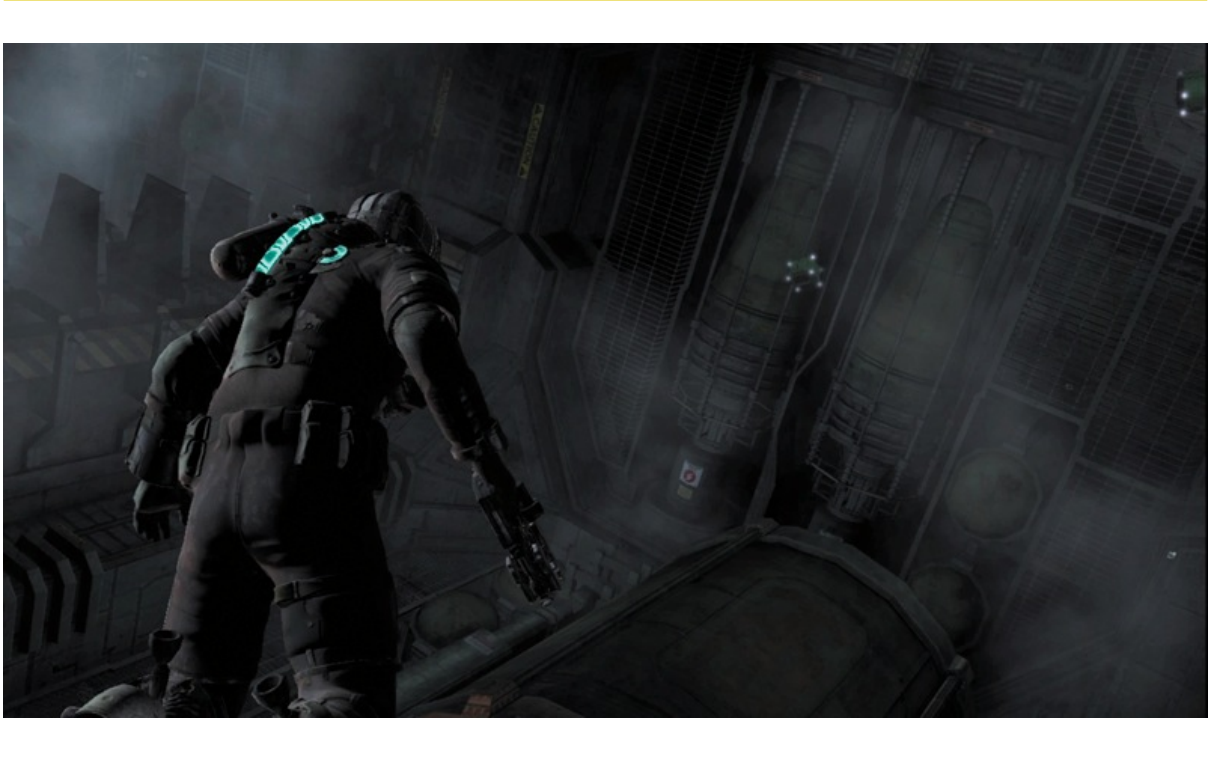
I had a few power nodes when I got to this workbench, so I upgraded my ripper and detonator since both were very useful in dealing with Necromorphs. While I would have liked to upgrade more, I had only a few power nodes and wanted to keep one in reserve for locked storage rooms.



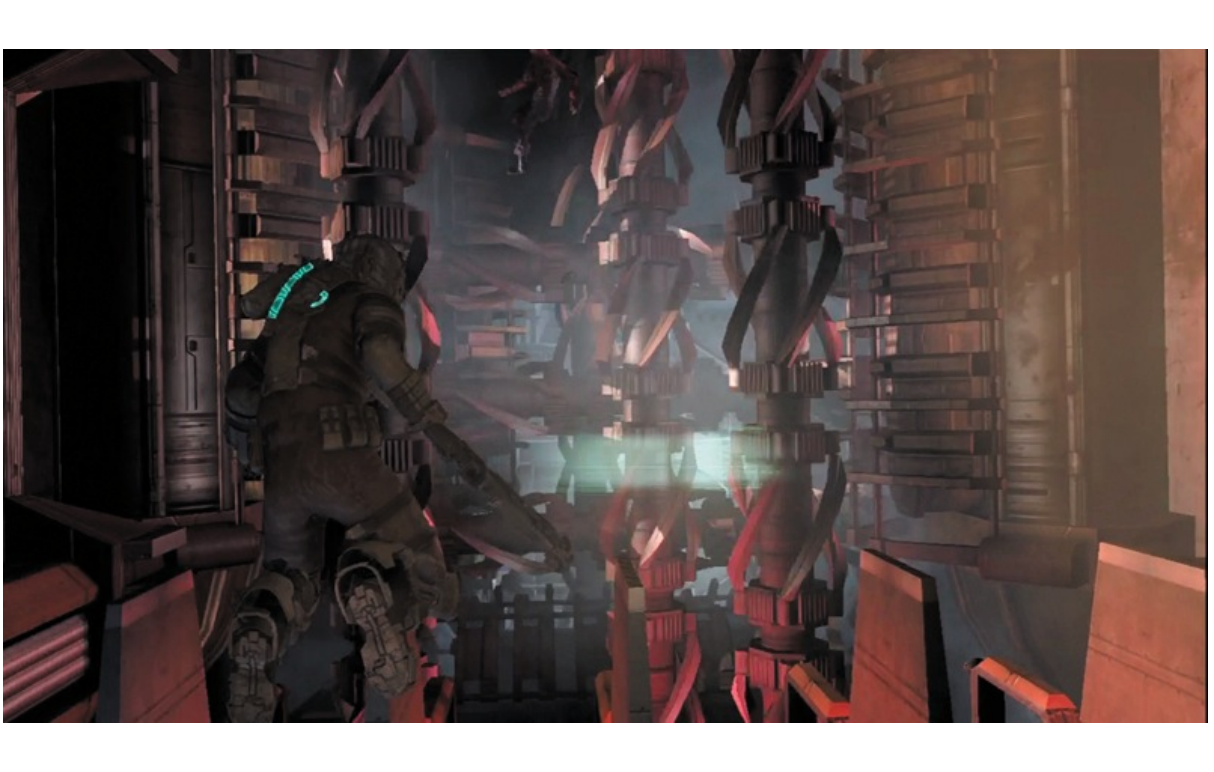
Advance through the round door into a Zero-G environment. There is a large door ahead that you must find a way to open. Start floating through the air toward the door and use kinesis to grab the thruster canister. Position it at the bottom of the door and then shoot the red tip to ignite it. The canister will open the door so you can fly through.

Note

If you don't place the first canister correctly and it does not open the door, you can get more thruster canisters from a dispenser near the catwalks where you entered this area.

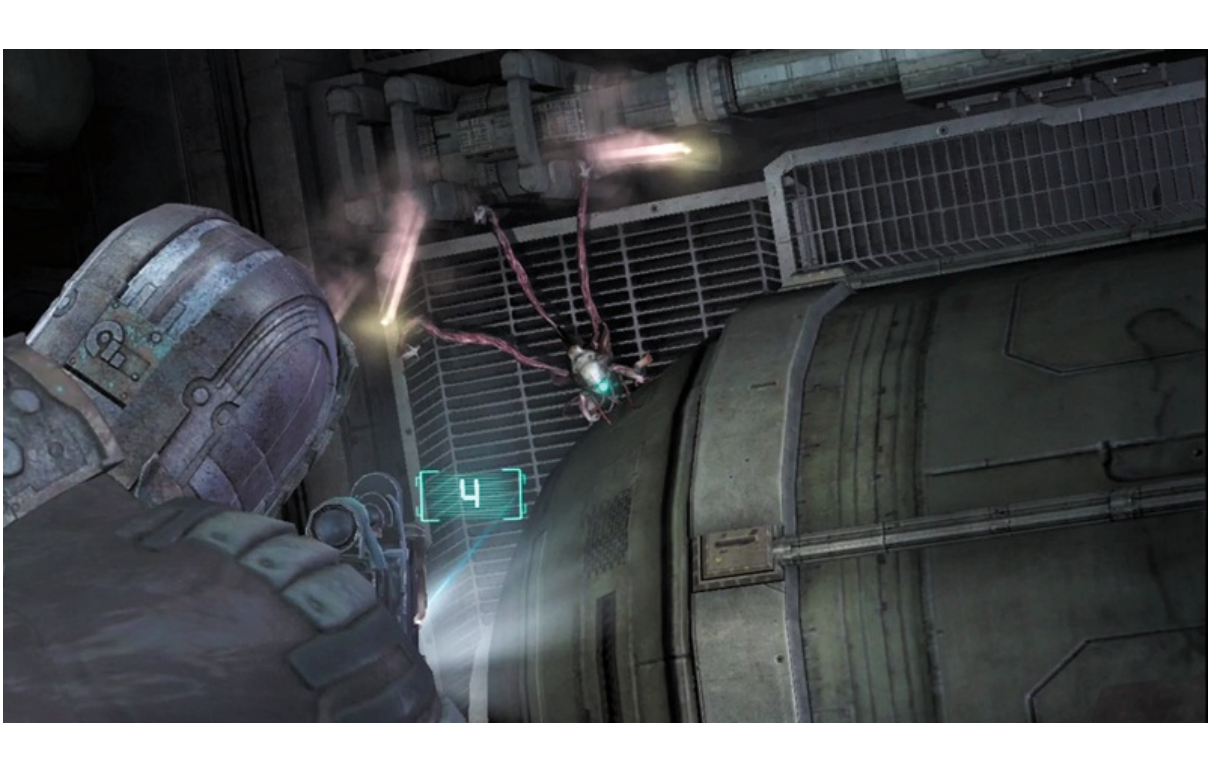


You find yourself in a large area, still without gravity. Shoot the containers in here and use kinesis to get the items inside. Since it is easy to get disoriented in Zero-G areas, remember to press the Reorient button as needed and use the locator so you know where to go.

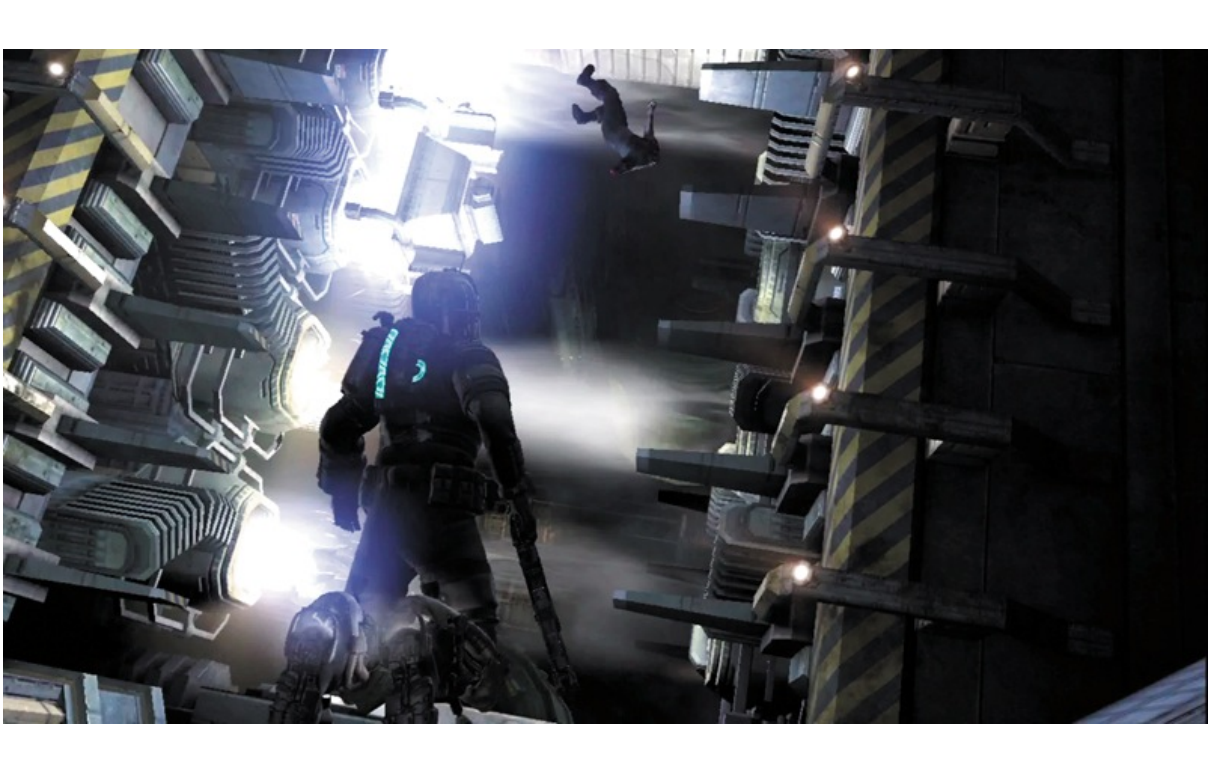


As you fly through this area, Tiedemann activates the machinery in the processing plant. Things are about to get a lot more dangerous. You must fly through some rotating blades.

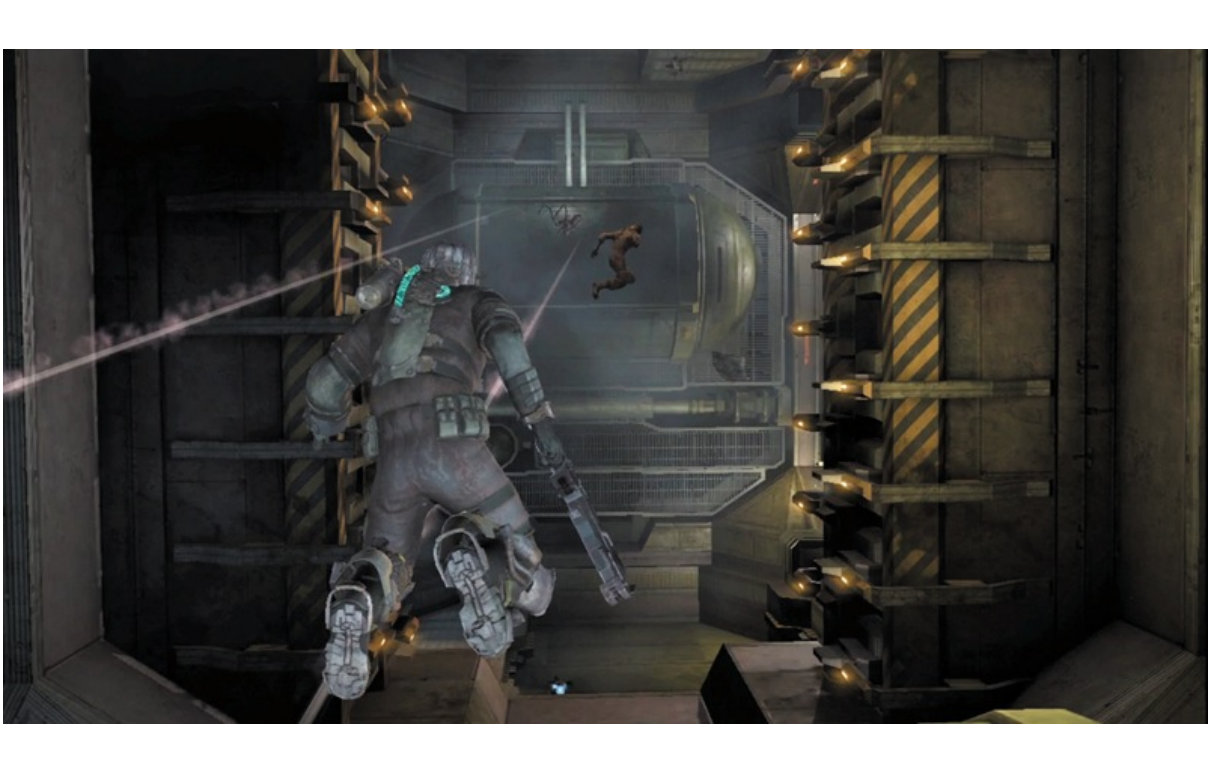
Look for the gap between the vertical blades and then through some horizontal blades. Aim for the floating corpse, since this is where there is a gap. Then go through vertical blades and you safely navigate the first obstacle. You can use stasis on the spinning blades to make it easier to navigate the tight spaces.



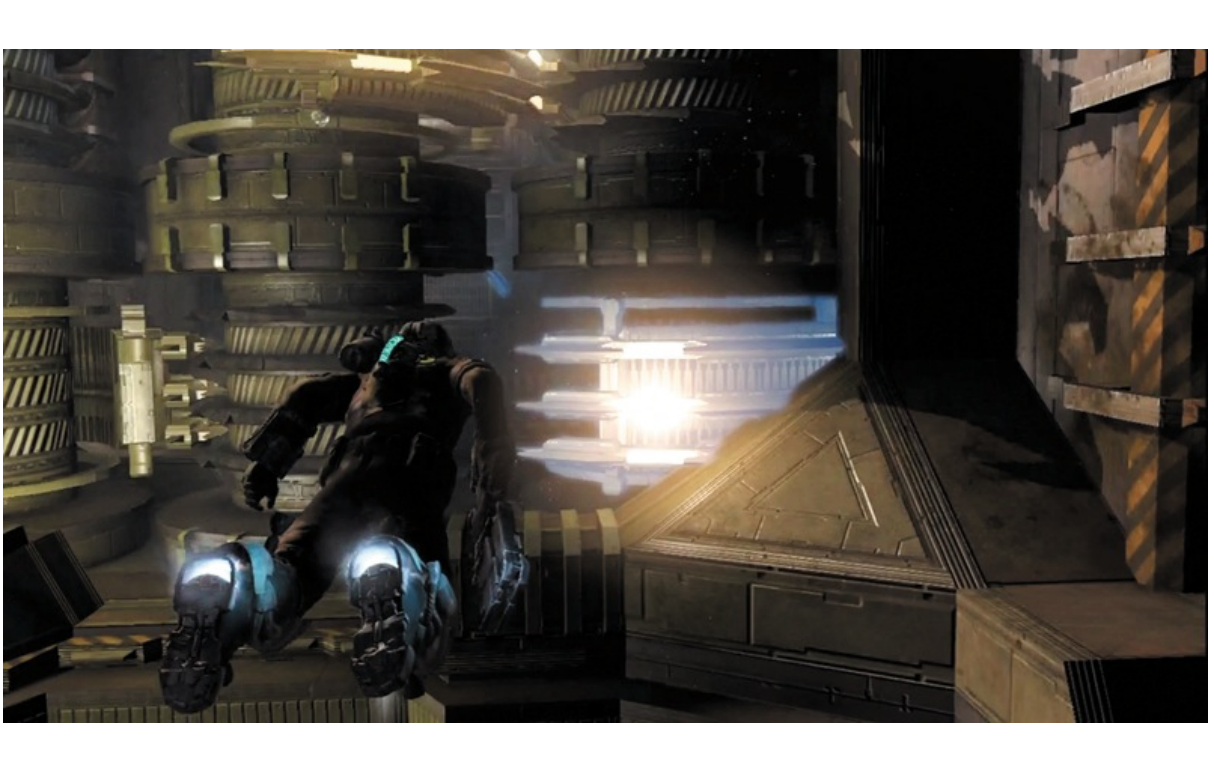
As you begin to move away from the blades, you will be attacked by a Lurker on the far wall. To locate it, follow the trajectory of its projectiles. Kill it with a couple shots from the seeker rifle in zoom mode, or use the line gun to slice off all of its tentacles with a single shot. Get some items from containers in here and then head toward the next obstacle.



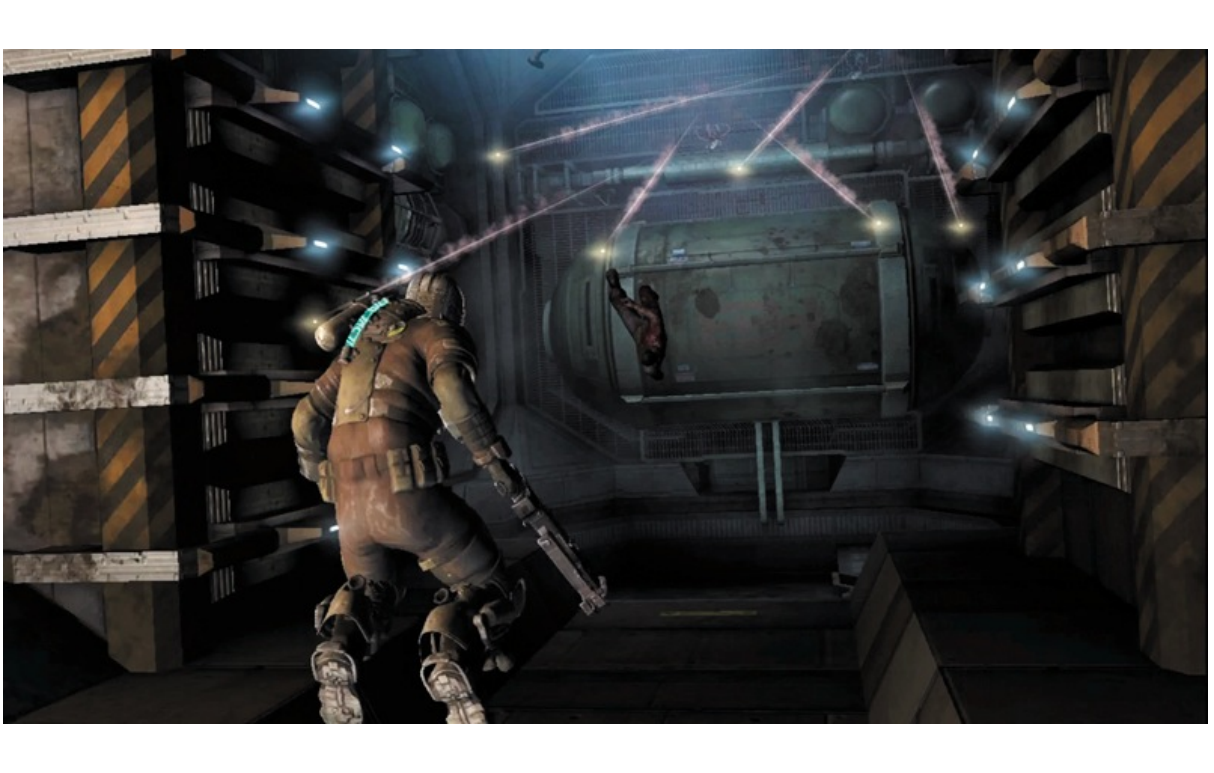
There are several flame jets blocking your path. A moving blast guard moves up and down to temporarily block the flame jets. Hit the guard with stasis to slow down its movement so you can fly through right next to it and avoid getting burned. If you need it, there is a stasis station on the ground right before the flame jets where you can recharge your stasis module.



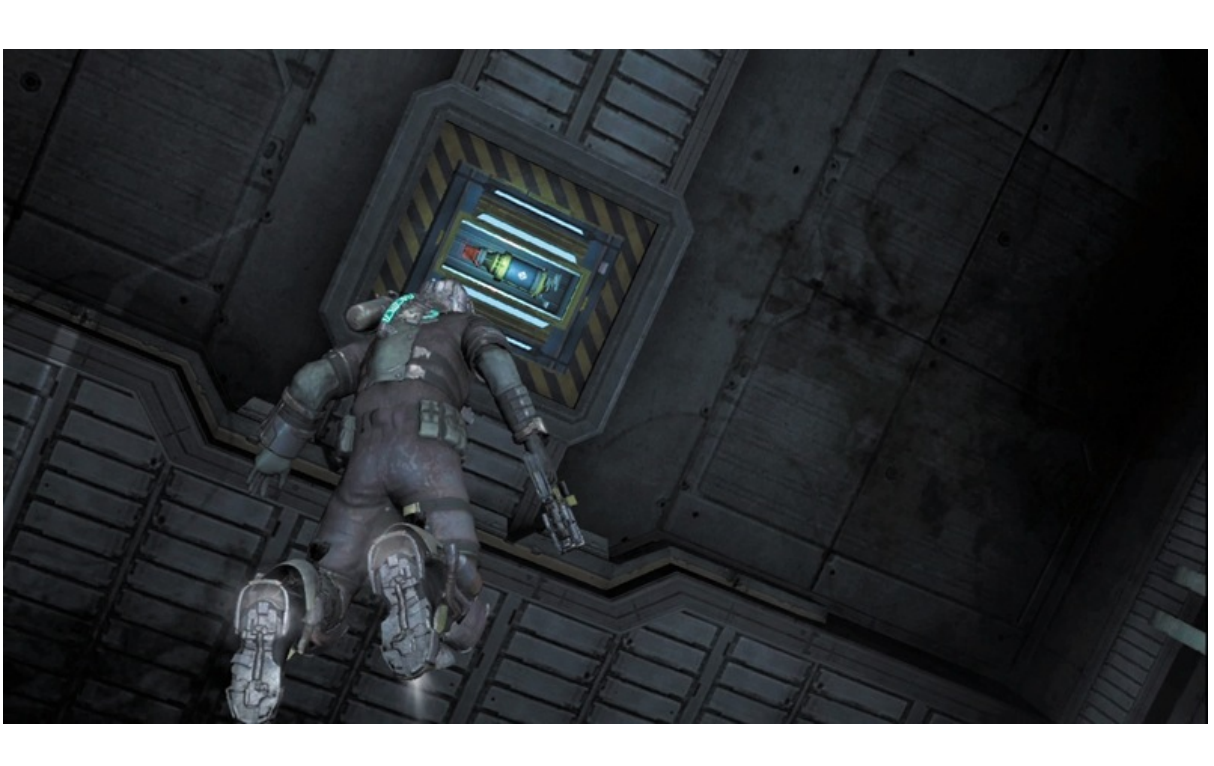
As you head around the corner to the left, a couple more Lurkers will start taking shots at you. Kill them as quickly as you can. Then recharge your stasis module at one of the stations on the ground or ceiling. You will need it to get through the third obstacle. Don't forget to check out the containers floating in this area. You might find some ammo or credits.

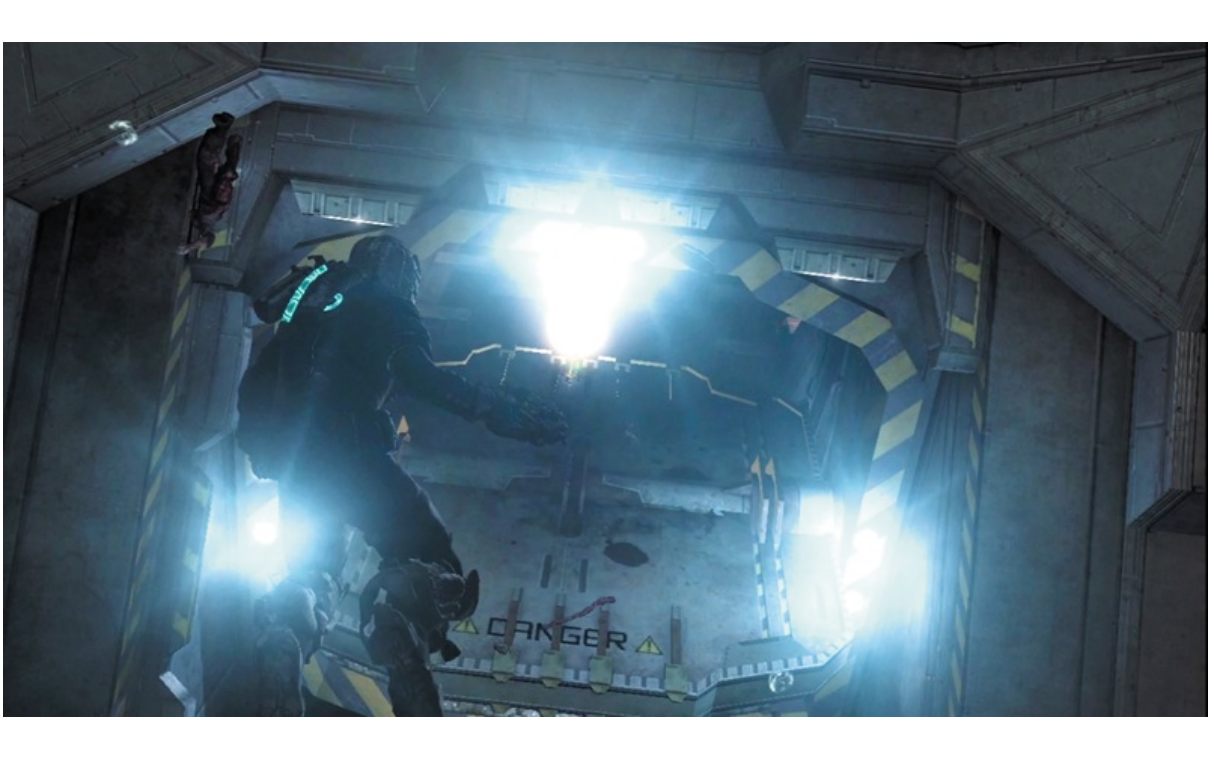


This obstacle has circular blades that spin around. Wait until one in front of you has just about passed and then hit it with stasis. Target one of the blades that is spinning away from you, as opposed to one that is spinning toward you. While it slows down, thrust through the gap before it speeds up again.

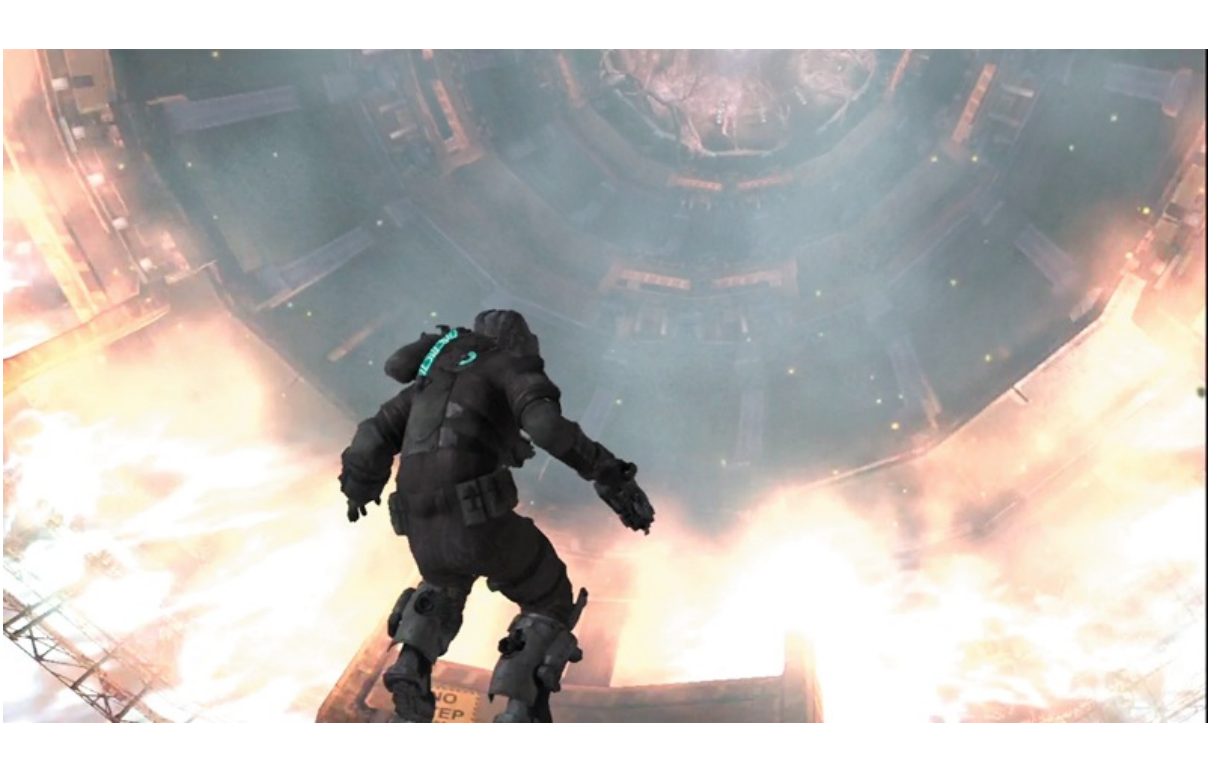


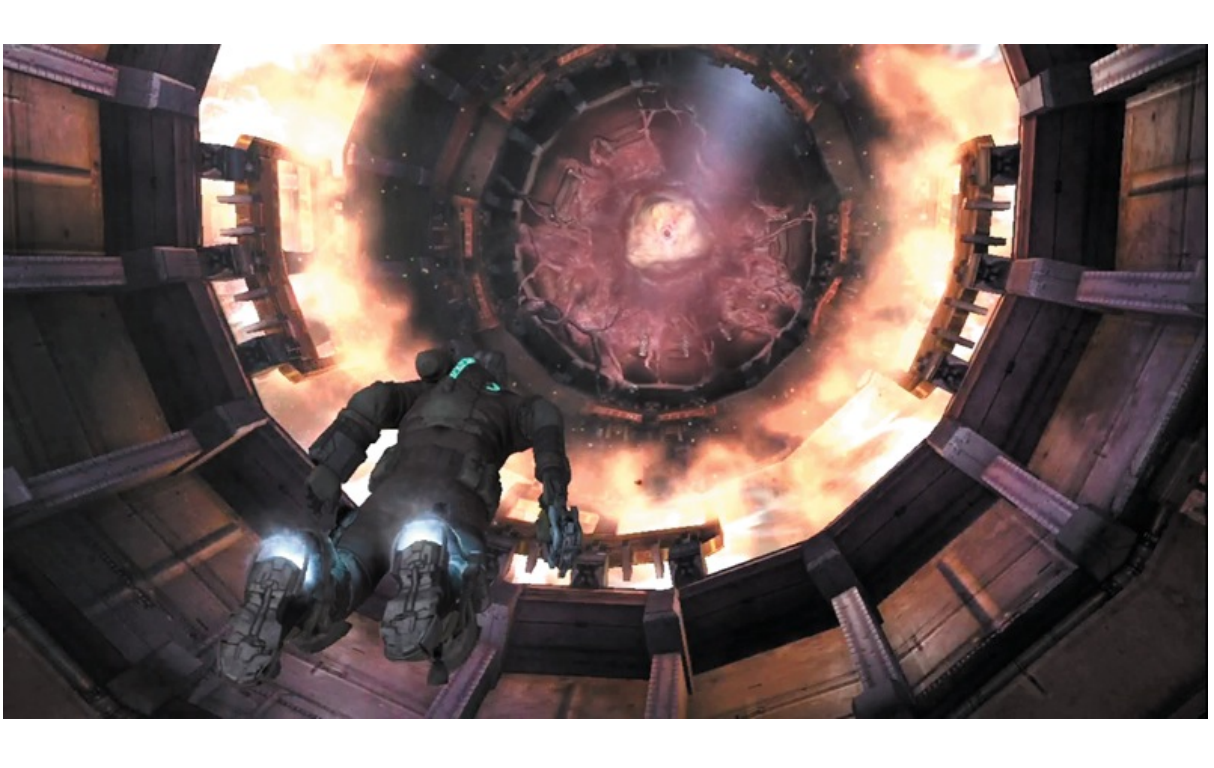
There are more Lurkers up ahead. Kill them at long range and then fly into the next area. There are more containers in here, so get some ammo or credits from them.



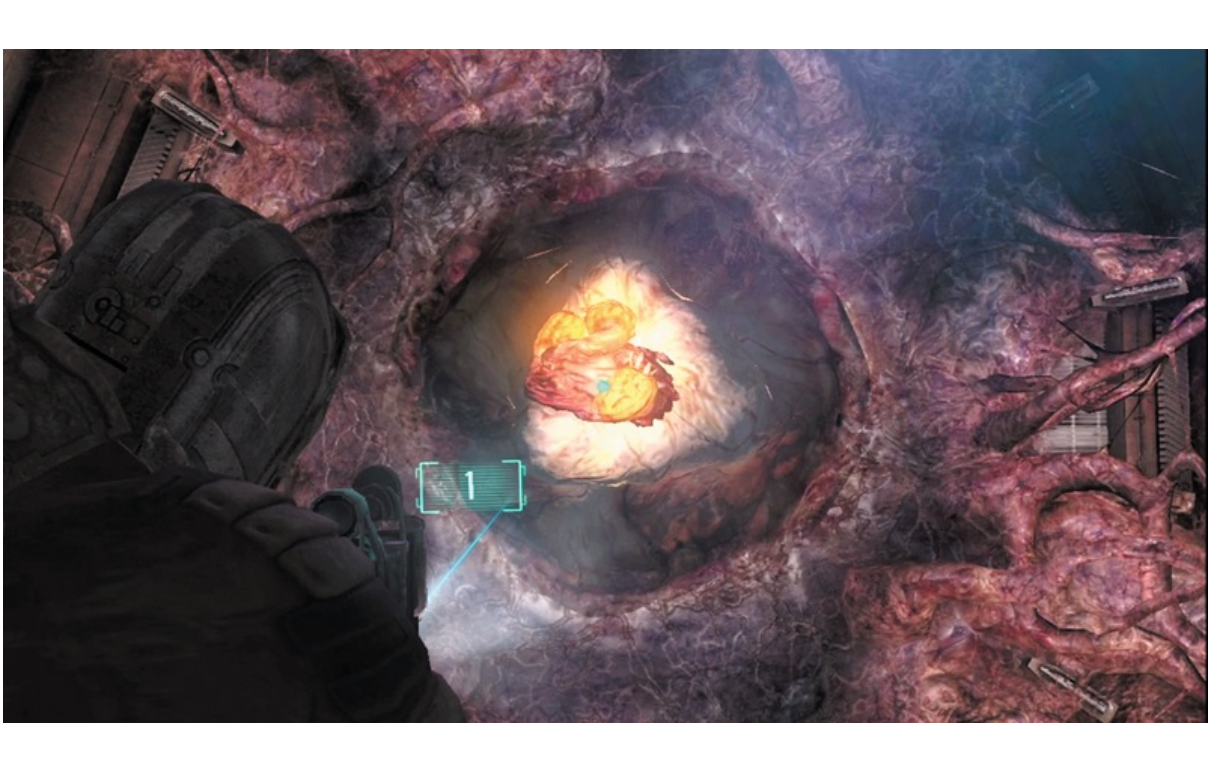


You must get through another large door that is closed. Locate a thrust canister dispenser and use kinesis to grab one. Carry it over to the door and place it at the top. Then shoot at the red tip to ignite the thrust canister and open the door. Now fly through the opening into the next area. Grab the items from the three floating containers.

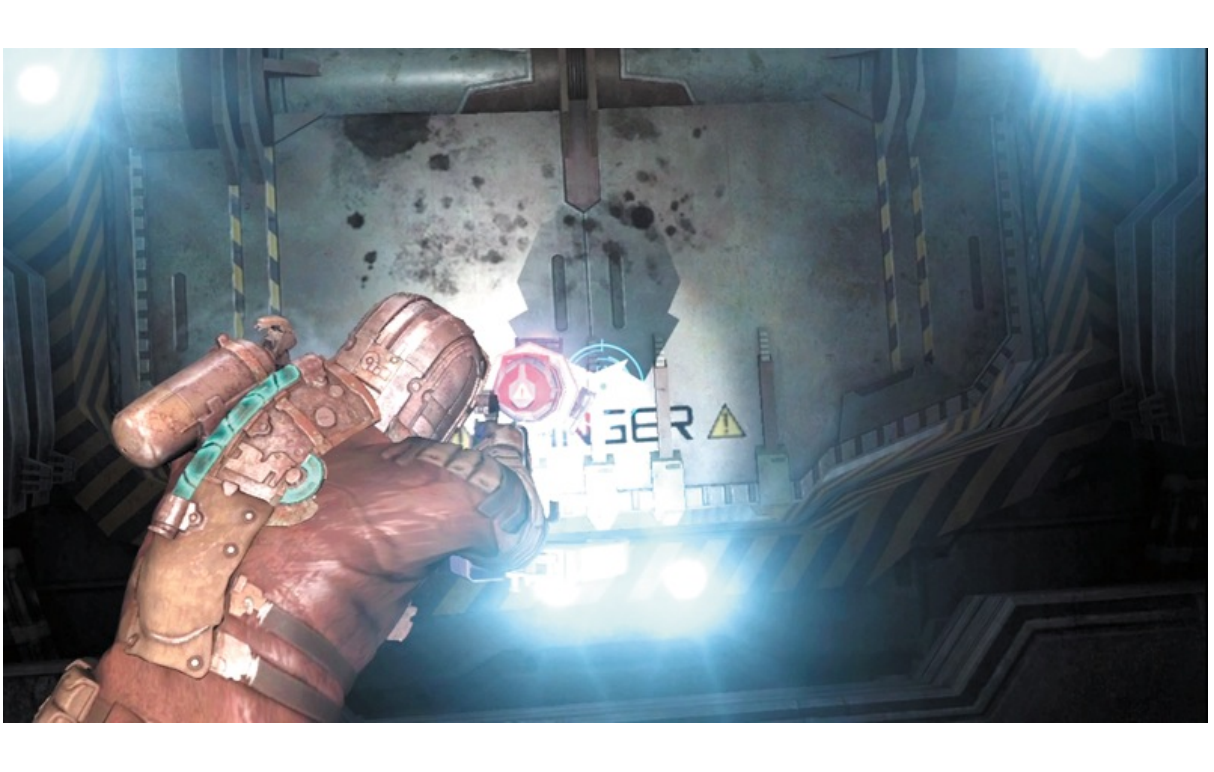




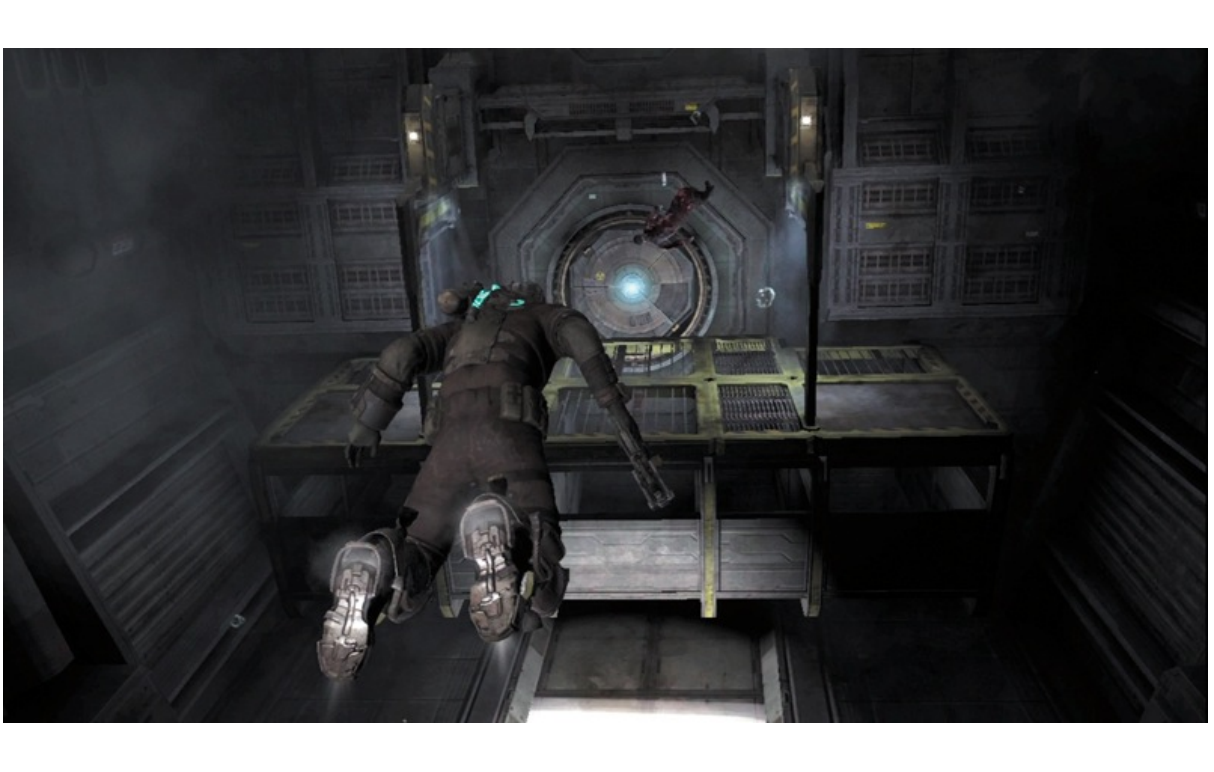
There is yet another obstacle to navigate. Three rings are ahead. Each one fires jets of flame in succession. Get close to the first and wait for it to flame. As soon as it stops, thrust through it and continue toward the second. Once you get between the second and third rings, stop.



A Nest is located at this chamber's opposite end. As you fly through the second ring, it will start launching projectiles at you. Dodge them and then shoot at the yellowish pods on the ends of its arms. The seeker rifle is great for this. In zoom mode, one shot will destroy a pod. The line gun is also effective. Kill the Nest and then fly through the third ring of fire.

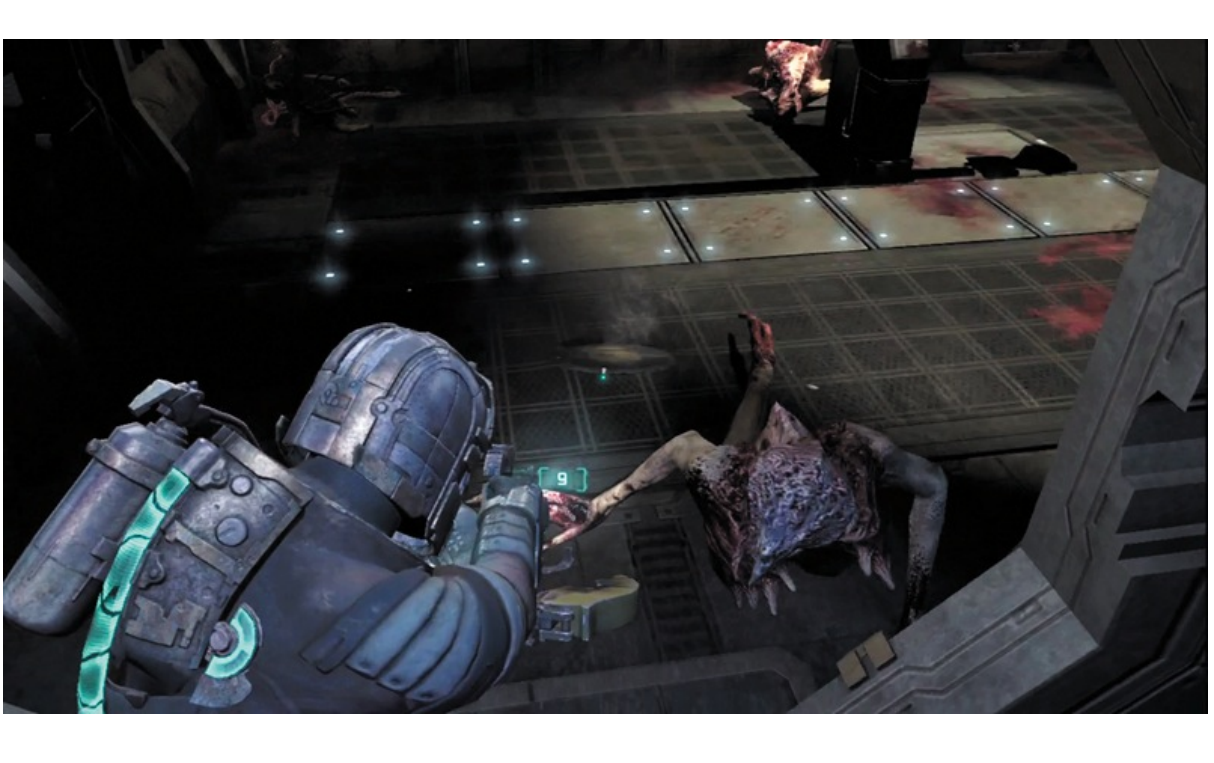


You now have to get through another large door. Get a thruster canister from a dispenser. Place it on the door to ignite it and open the door. Fly through and pick up some floating ammo and other items.

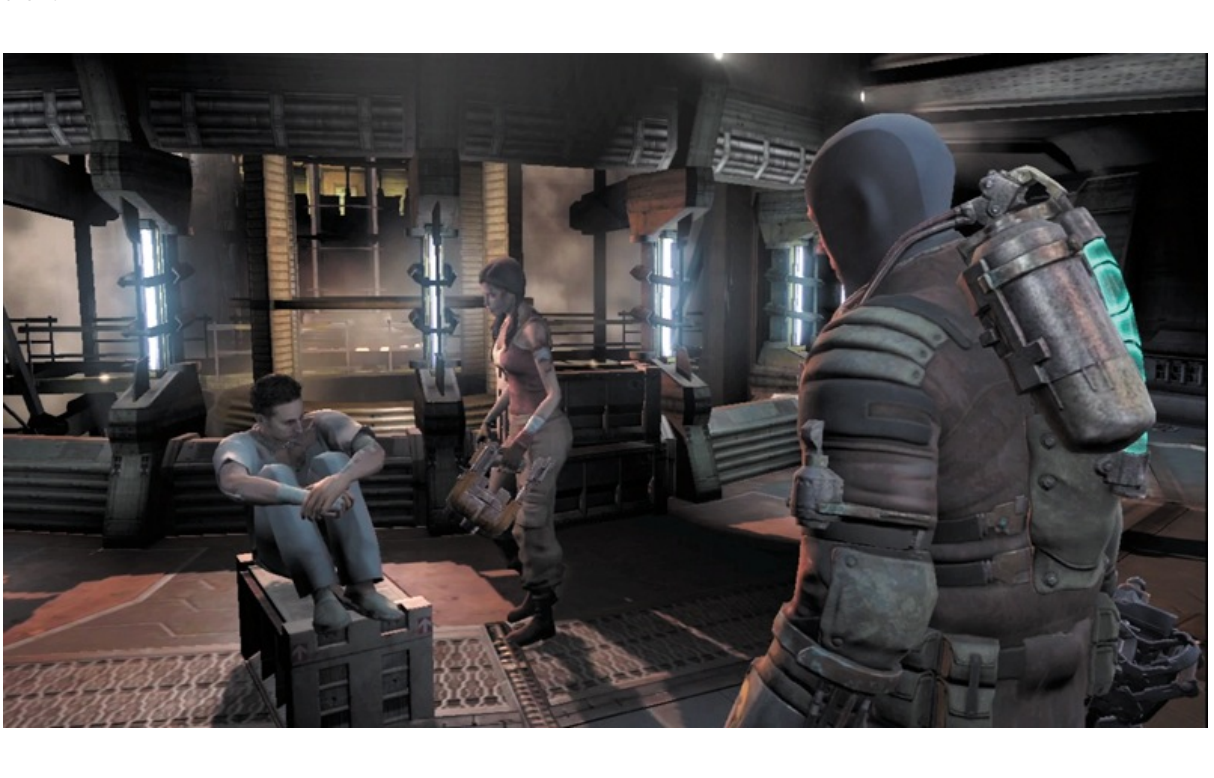


Thrust your way toward a platform and activate your magnetic boots by pressing the Zero-G Launch button. Once you are on solid ground, open the door and walk through a short corridor to another door. Before opening it, make sure your weapons are fully loaded and have your ripper ready (or another weapon for close-range combat.)

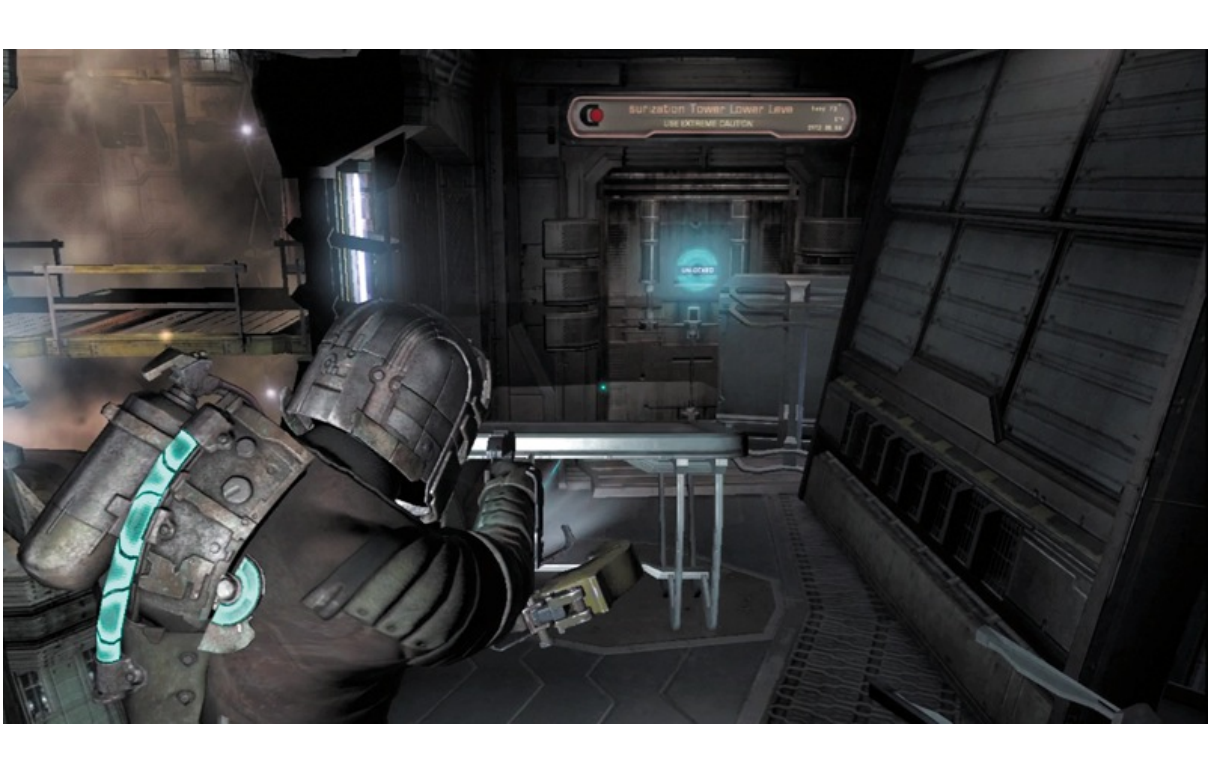
Back Together Again



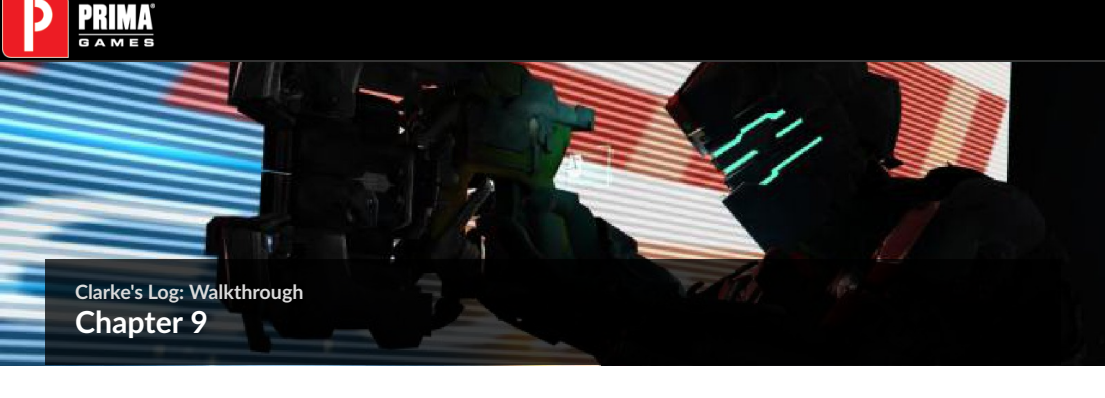
As you open the door, a Stalker will crawl toward you. Kill it and then get a power node from a circuit box on the wall. You are now in the room where Ellie and Stross were waiting for you. However, they must have left when the Stalkers showed up. It looks like Ellie killed one and wounded the other. Head through the door leading to the fuel-pressurization tower to try to find them.



You finally find Ellie and Stross. After talking to them, search the room to locate a *schematic for a large med pack*. Also, stomp on a container and check the lockers before you use the save station.

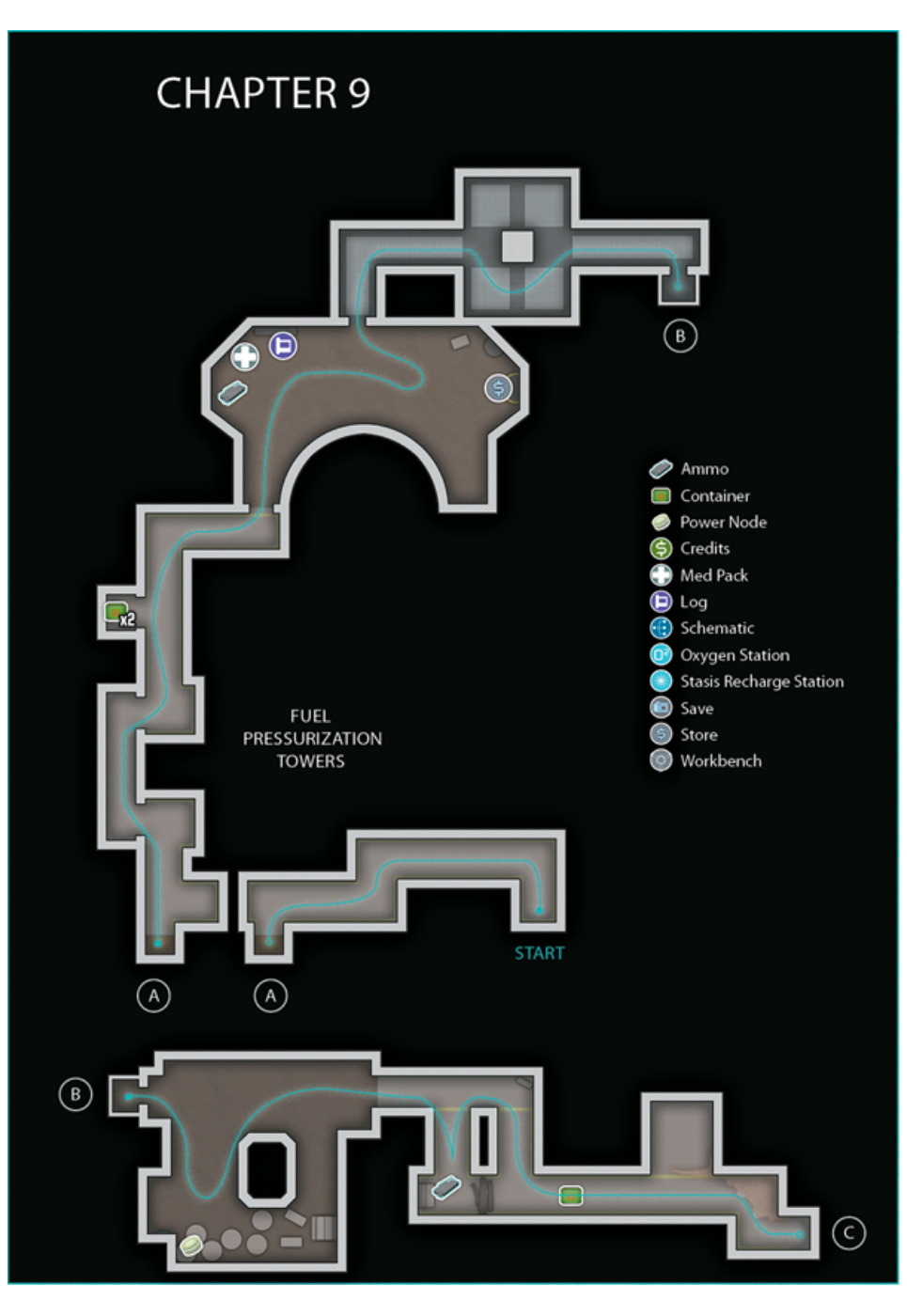


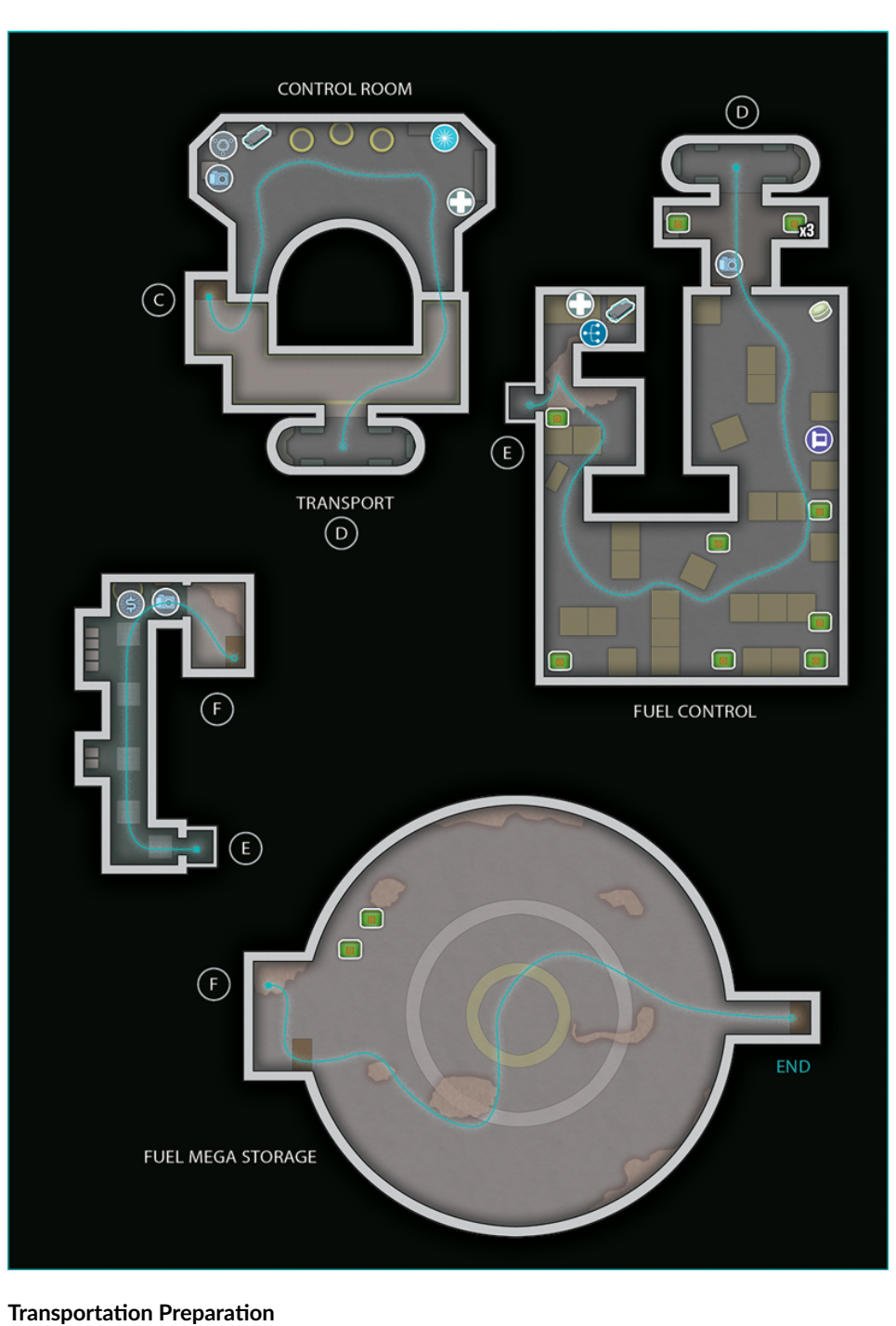
Finally, use kinesis to move some tables away from the door to the right. This leads to the lower level of the fuel-pressurization tower, which is where you need to go next.



Clarke's Log: Walkthrough

Chapter 9



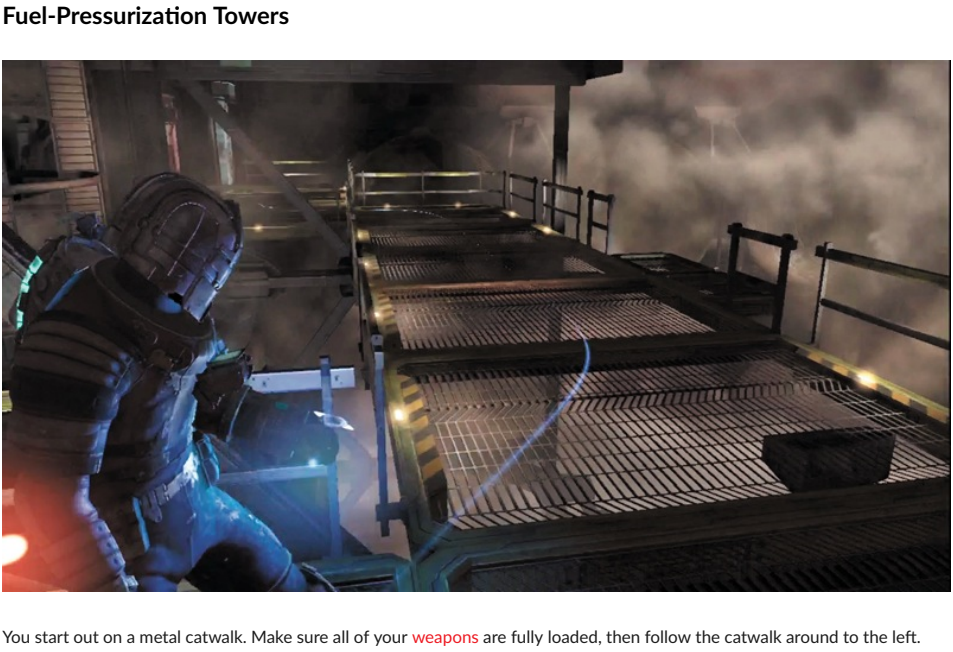


Transportation Preparation

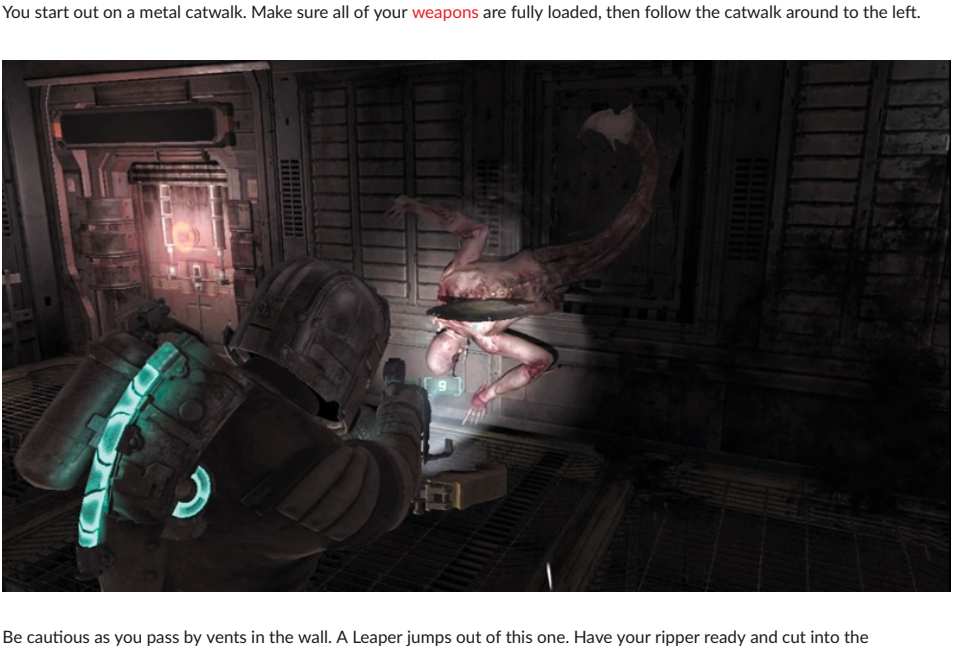
Prepare the transport to Government Sector

We've finally caught a break! There's a transport here in CEC, and we can use it to get to Government Sector. I just need to get to it and prepare it for use.

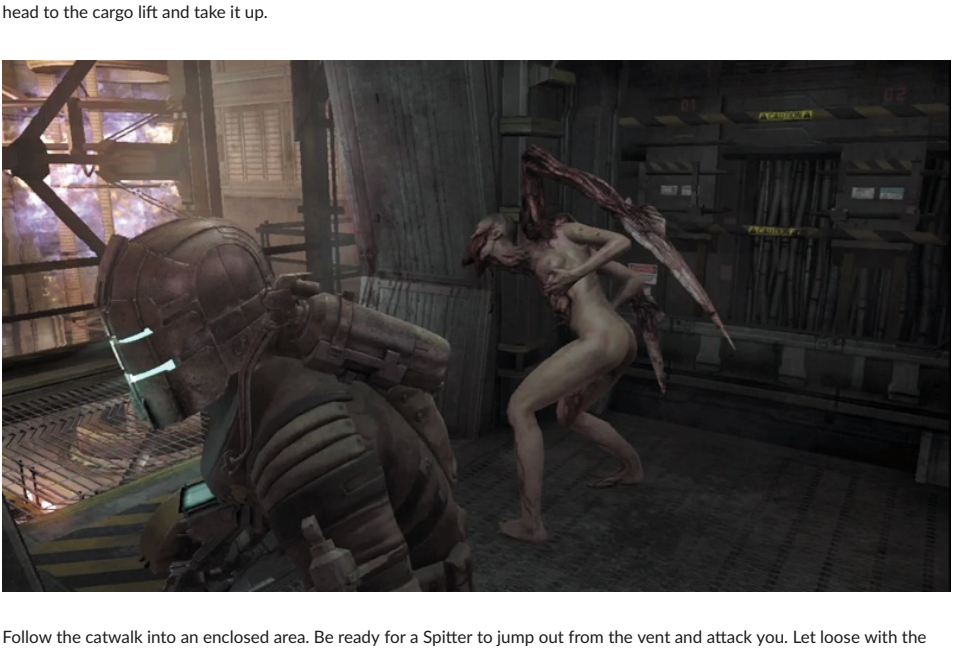
Fuel-Pressurization Towers



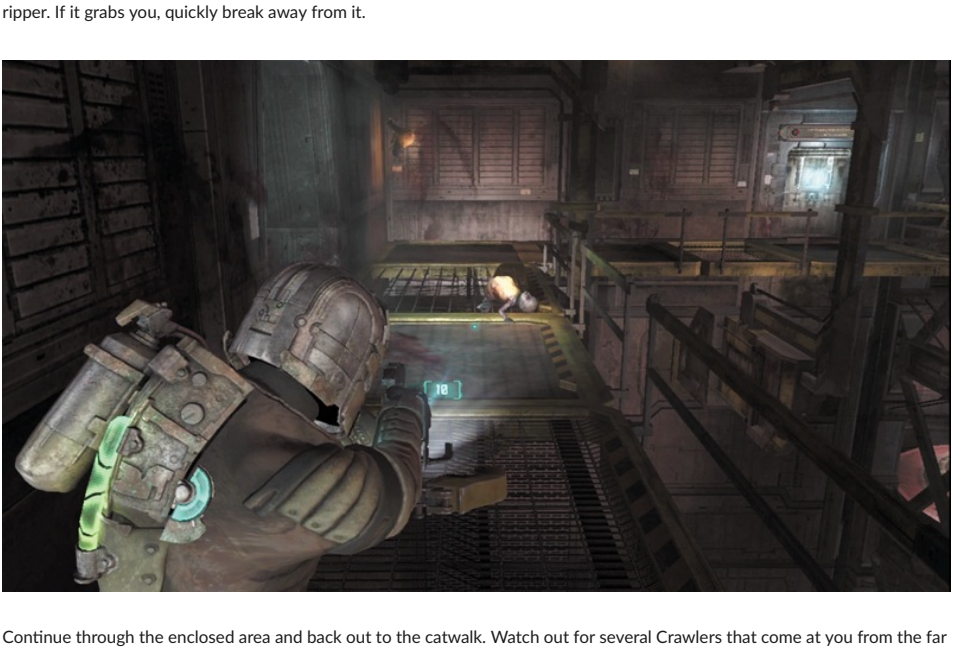
You start out on a metal catwalk. Make sure all of your weapons are fully loaded, then follow the catwalk around to the left.



Be cautious as you pass by vents in the wall. A Leaper jumps out of this one. Have your ripper ready and cut into the Necromorph before it can attack you. Watch out, since two more will jump out at you from above, along with a Slasher. If you have the contact beam, use the alt-fire mode to push them all back and stun them. Then attack them with other weapons or the contact beam's normal attack. Stasis is critical here, as the Leapers can quickly attack you from all sides. When it is all clear, head to the cargo lift and take it up.



Follow the catwalk into an enclosed area. Be ready for a Spitter to jump out from the vent and attack you. Let loose with the ripper. If it grabs you, quickly break away from it.

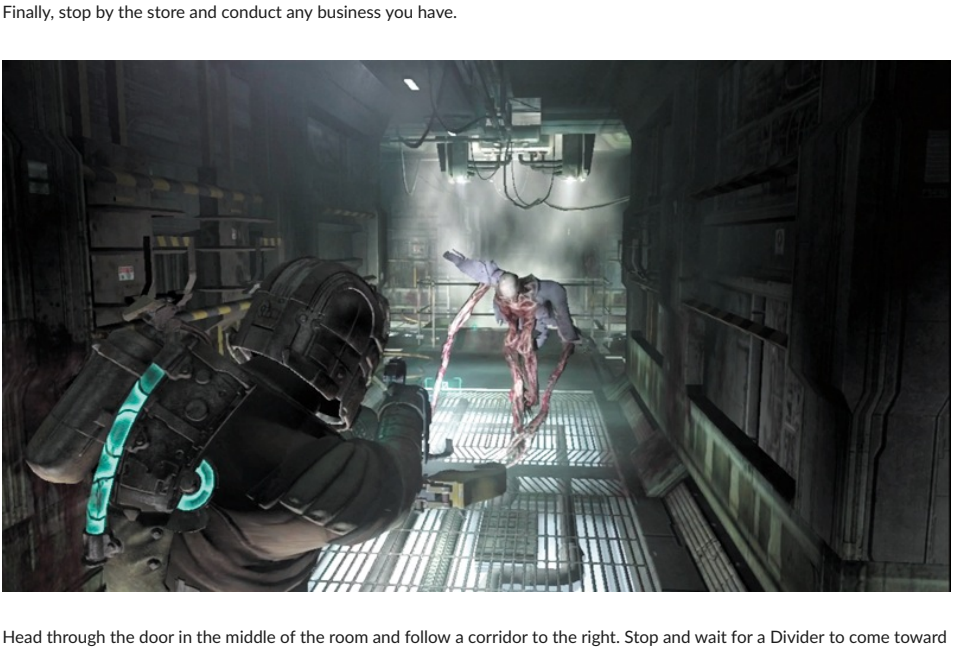


Continue through the enclosed area and back out to the catwalk. Watch out for several Crawlers that come at you from the far wall. Pick them off one at a time until you kill them all. Move into a side alcove to stomp a couple containers for items; then follow the catwalk to the door to Pressurization Control 2.

Isaac's Log

The Crawlers came at me one at a time and were moving pretty slowly. Therefore, I took careful aim with the plasma cutter and shot off their heads. This was easier since they were climbing down the wall. As I shot off a head, I used kinesis to pick up the yellow explosive sack and then threw it at other Crawlers. I could sometimes kill a few with one explosion. This gave me some good practice and also saved my ammo.

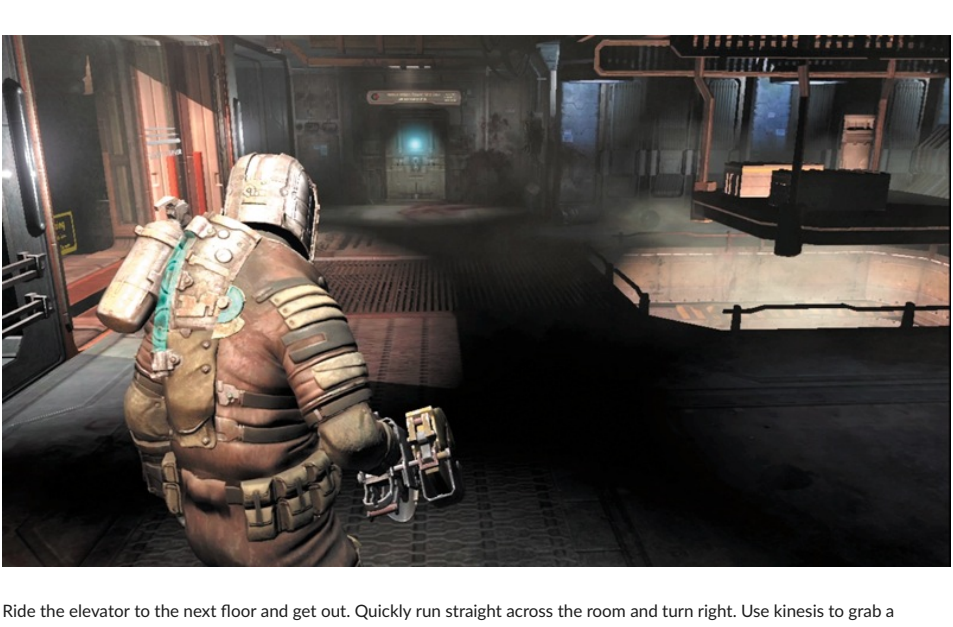
When you walk into the next room, get ready to hit a Puker with stasis and then kill it before it can fire acid at you. Immediately go after a couple Lurkers that are on the ceiling. Each Lurker has three tentacles. If you have the line gun, shoot off all three tentacles at once. Kill each of them this way. Shooting the Lurker in the body with a couple shots from the seeker rifle will also destroy them. Now search the room to find an audio log, and stomp on the dead Necromorphs to get some items. Finally, stop by the store and conduct any business you have.



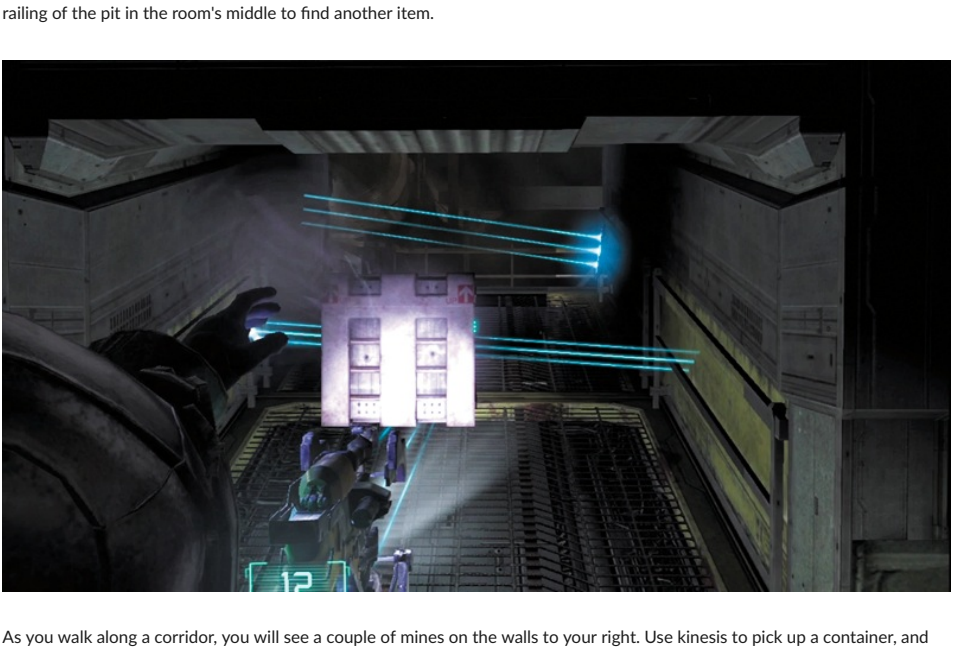
Head through the door in the middle of the room and follow a corridor to the right. Stop and wait for a Divider to come toward you. When you hear the music, deploy a devastator mine to where the walkway splits right and left. Then launch a couple more closer to you. The first mine should make the Divider break up into Divider Spawn, which are smaller, spiderlike Necromorphs. Then the explosions from the other mines should kill the Divider Spawn.

Isaac's Log

Dividers are tough Necromorphs to kill since you must attack the large Divider and then all the Divider Spawn that come from it. Flamethrowers work really well, because you can set all the spawn on fire at once. Another tactic is to attack the Divider until it starts to break apart, then hit it with stasis. Place a timed mine from the line gun next to it; this will kill them all with one blast. When they are all dead, continue down the corridor to the elevator.

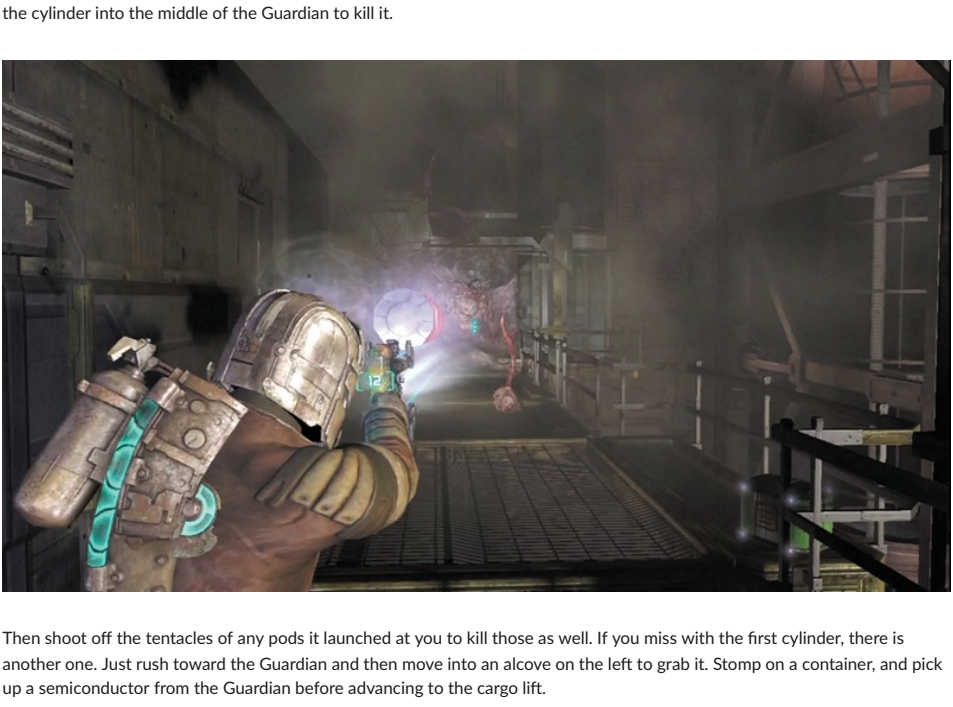


Ride the elevator to the next floor and get out. Quickly run straight across the room and turn right. Use kinesis to grab a cylinder; then turn around and wait for a Super Slasher and an Exploder to drop out of the ceiling. This is a tough room to use offensively because you don't have much time to shoot the lockdown switch. If possible, take out the Necromorphs without triggering the Exploder or breaking the decompression window. However, you can try using the window if you are feeling bold. Break the window with a cylinder and the Necromorphs will be sucked out. Quickly shoot the lockdown switch so you don't join them. Before heading out through the door, get a power node from a circuit box on the room's other side. Look over the railing of the pit in the room's middle to find another item.



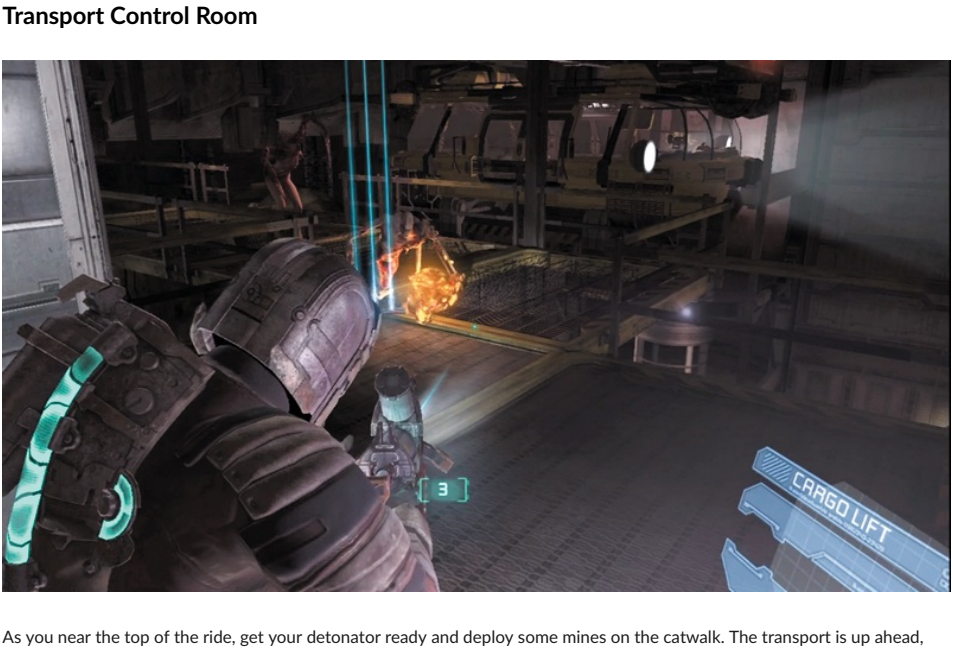
As you walk along a corridor, you will see a couple of mines on the walls to your right. Use kinesis to pick up a container, and launch it at the mines to destroy them. In addition, pick up an item from a container.

Pick up the explosive canister in the corridor, and head to the catwalk. As you turn left, you will see a Guardian. Quickly launch the cylinder into the middle of the Guardian to kill it.

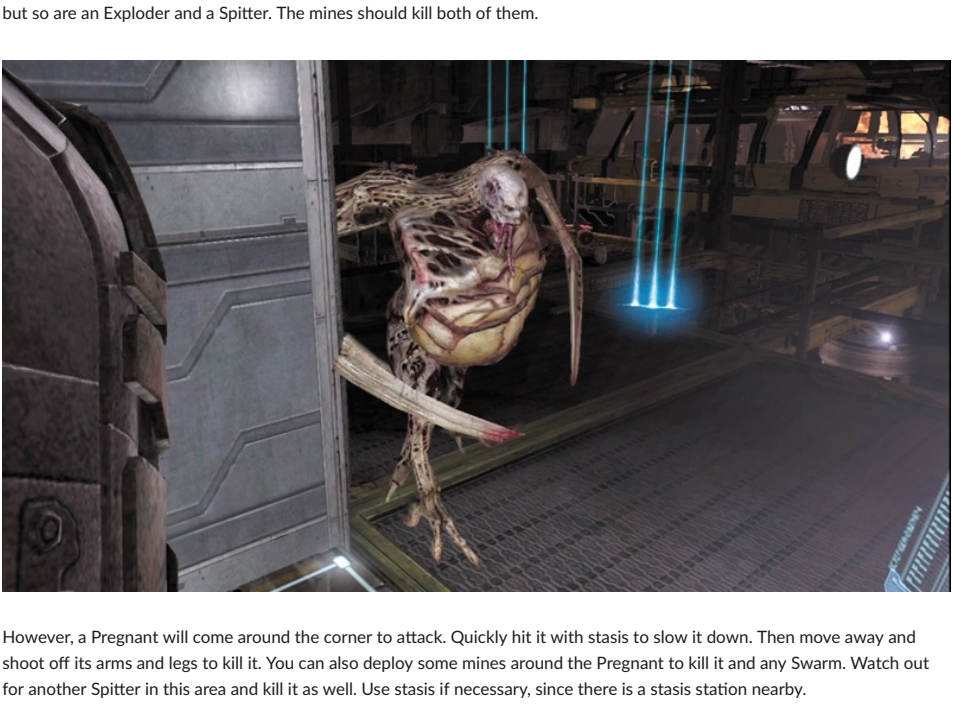


Then shoot off the tentacles of any pods it launched at you to kill those as well. If you miss with the first cylinder, there is another one. Just rush toward the Guardian and then move into an alcove on the left to grab it. Stomp on a container, and pick up a semiconductor from the Guardian before advancing to the cargo lift.

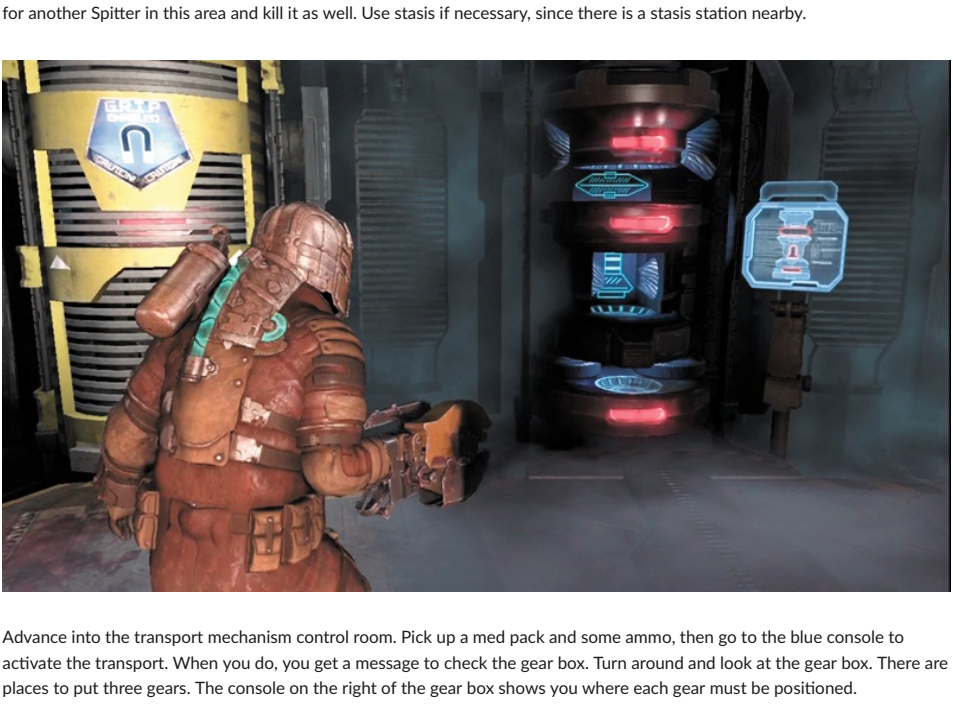
Transport Control Room



As you near the top of the ride, get your detonator ready and deploy some mines on the catwalk. The transport is up ahead, but so are an Exploder and a Spitter. The mines should kill both of them.



However, a Pregnant will come around the corner to attack. Quickly hit it with stasis to slow it down. Then move away and shoot off its arms and legs to kill it. You can also deploy some mines around the Pregnant to kill it and any Swarm. Watch out for another Spitter in this area and kill it as well. Use stasis if necessary, since there is a stasis station nearby.



Advance into the transport mechanism control room. Pick up a med pack and some ammo, then go to the blue console to activate the transport. When you do, you get a message to check the gear box. Turn around and look at the gear box. There are places to put three gears. The console on the right of the gear box shows you where each gear must be positioned.

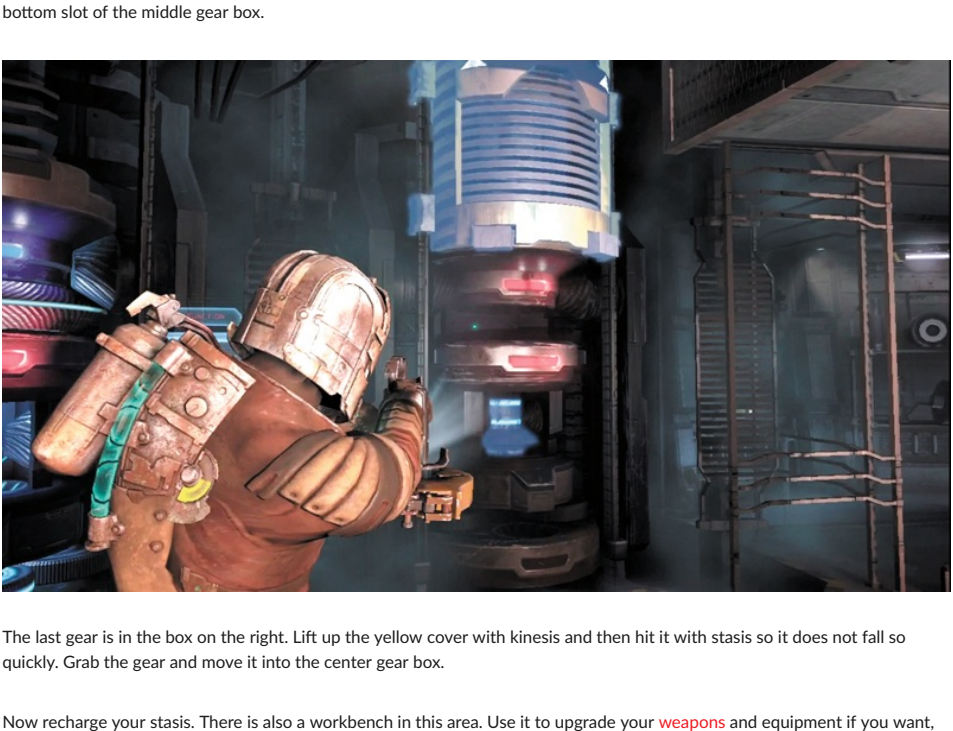
Isaac's Log

Since I knew I had some work to do in the control room, I placed several mines at the two entrances to this room. I did not want to be disturbed or surprised by Necromorphs coming to attack me. If I did not need them, I could always deactivate them and pick them up when I left.

Move to the gear box's right and locate a large round gear on the side of the room. Use kinesis to pick it up. A small Divider Head will crawl out from under it, so drop the gear and kill the enemy.

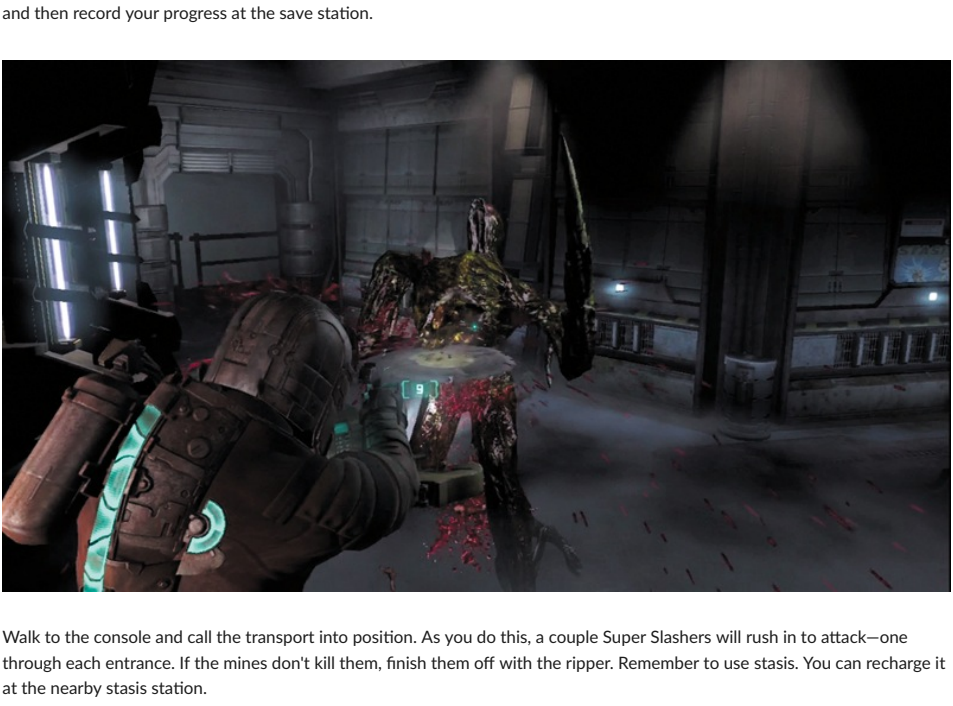
You can also use kinesis to launch the gear at the Divider Head a few times to kill it. Then pick up the gear again and position it in the top slot of the center gear box.

Now use kinesis to lift the yellow cover on the gear box on the left. Grab the small gear at the bottom and insert it into the bottom slot of the middle gear box.



The last gear is in the box on the right. Lift up the yellow cover with kinesis and then hit it with stasis so it does not fall so quickly. Grab the gear and move it into the center gear box.

Now recharge your stasis. There is also a workbench in this area. Use it to upgrade your weapons and equipment if you want, and then record your progress at the save station.



Walk to the console and call the transport into position. As you do this, a couple Super Slashers will rush in to attack—one through each entrance. If the mines don't kill them, finish them off with the ripper. Remember to use stasis. You can recharge it at the nearby stasis station.

Pick up Ellie and Stross

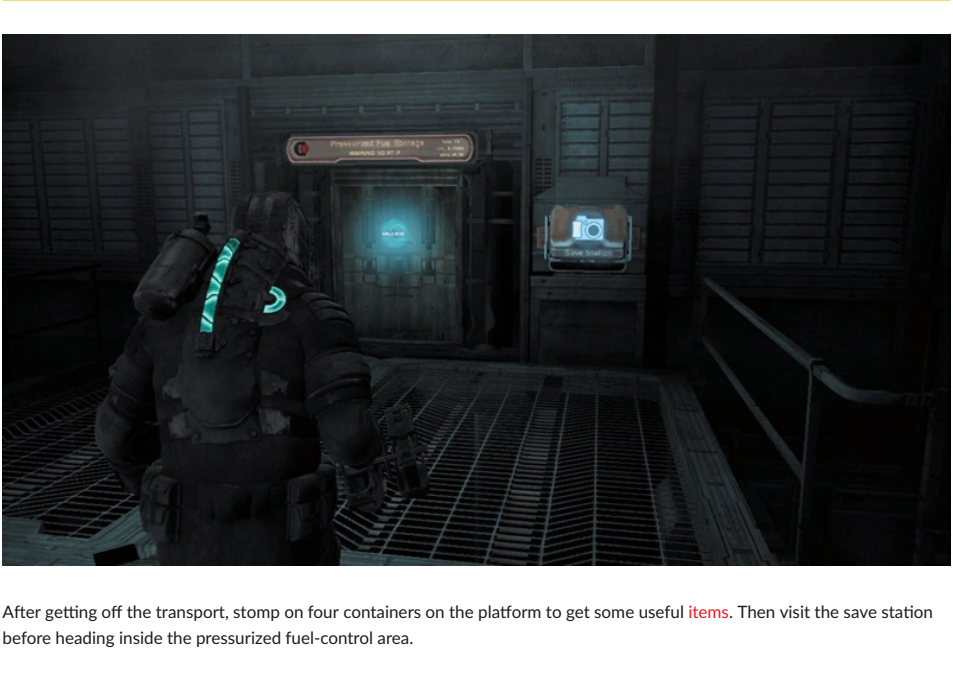
The transport is ready—now I just need to pick up Ellie and Stross.

Walk into the transport and activate the controls at the blue console. The transport will descend to a lower level. Now activate the console by the door to let Ellie and Stross aboard.

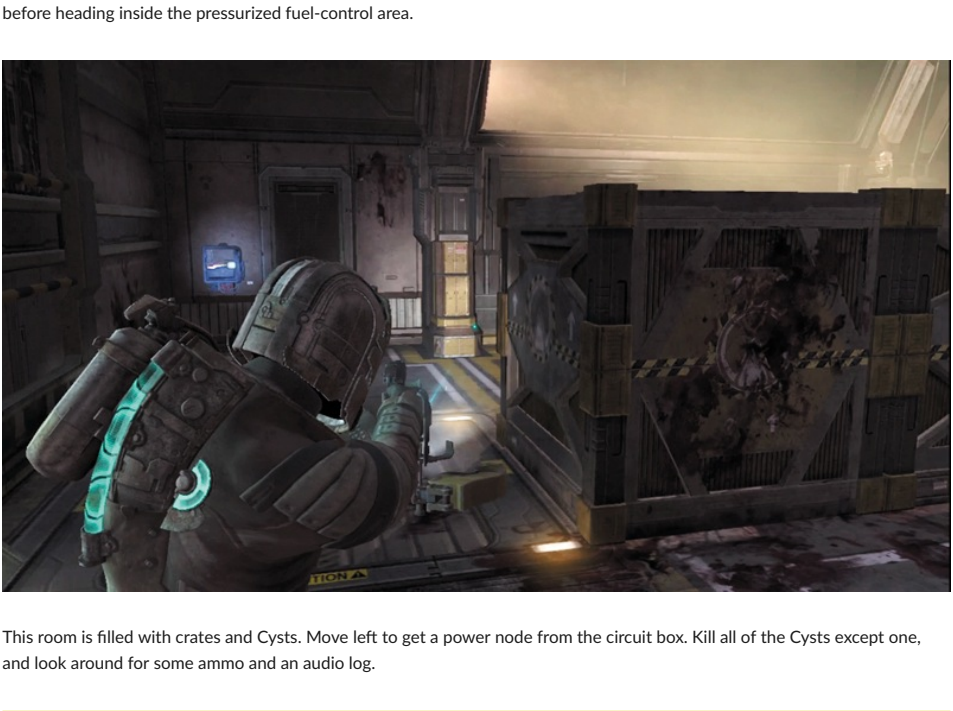
As you continue descending toward the track, you see the Ishimura is docked at the Sprawl. Suddenly, the transport stops. Something must be wrong with the track. Disembark from the transport to fix the problem.

Pressurized Fuel Control

We're on our way to Government Sector, but the real task lies ahead—destroying the Marker. Stross says he knows how to do it, but his grip on reality is slipping. If I lose him, then this whole journey will have been for nothing.



After getting off the transport, stomp on four containers on the platform to get some useful items. Then visit the save station before heading inside the pressurized fuel-control area.



This room is filled with crates and Cysts. Move left to get a power node from the circuit box. Kill all of the Cysts except one, and look around for some ammo and an audio log.

// Audio Log: Ellie's Story 03

Kaleb: Kaleb to all shifts, report in. Do you read me? This is Langford Shift 1. We're almost back up top.

(Plasma cutter fire in the background)

Sorenson: (Badly broken by static) This is Sorenson, Shift 2! Kaleb, what's going on?! Dead bodies are chasing us! Dead bodies I recognize! It's fucking Shift 4!

Kaleb: What? Oh my God. Just get out of there, Sorenson. Get out of there!

Sorenson: (Too broken by static to make out clearly) But we're trapped. They're closing in all around. Which way did you go? Which way is clear?

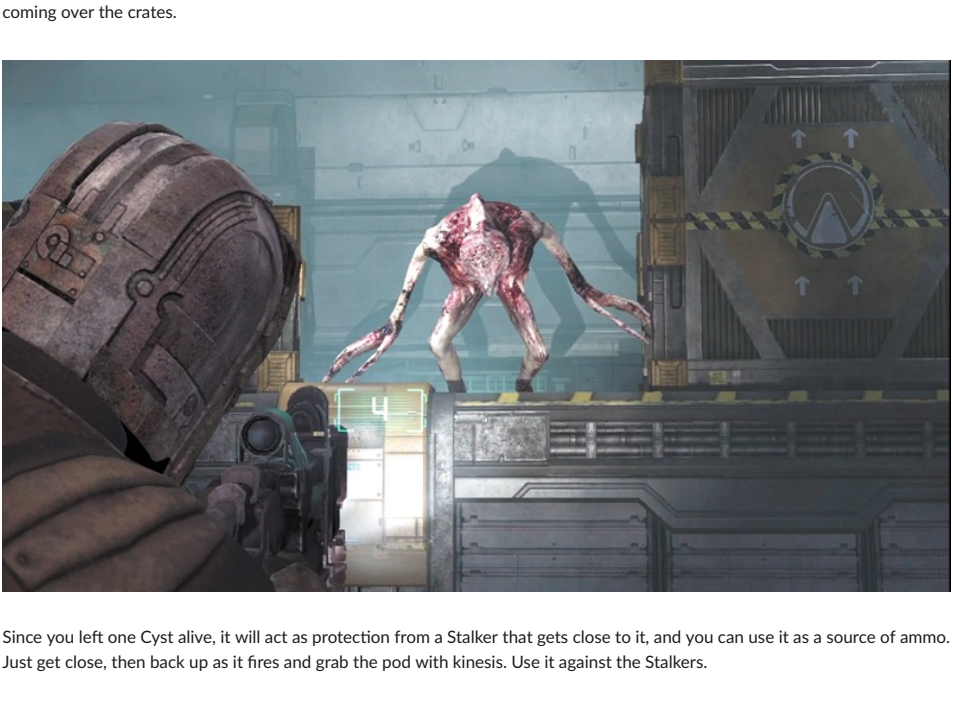
Kaleb: Use the starboard catwalks. We cleared a path, but hurry—they're closing in behind! Sorenson? Sorenson?!

Sorenson: (Mostly static) We'll try. Wait for us!

Kaleb: I can't read you. I'll leave these in log mode for you to follow. Kaleb out.

In addition to the Cysts, there are also Stalkers in here. Position a few mines between these crates near the middle of the area.

Also consider placing mines to the right since some Stalkers will try to attack by jumping over the wall of crates to the door's right. Stay back and be ready to kill any Stalkers that come toward you. Use the seeker rifle to get headshots on the enemies coming over the crates.

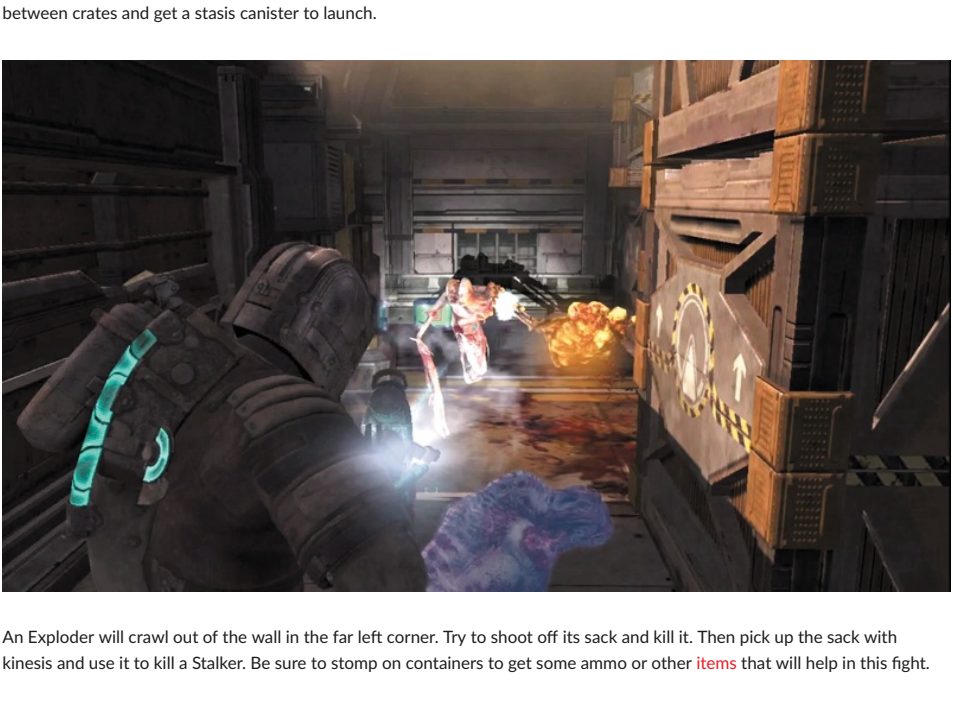


Since you left one Cyst alive, it will act as protection from a Stalker that gets close to it, and you can use it as a source of ammo. Just get close, then back up as it fires and grab the pod with kinesis. Use it against the Stalkers.

Note

There is a stasis canister near the door. Pick it up with kinesis and launch it at Stalkers. This slows them down, making it easier to kill them. Also use your stasis module. Since Stalkers are so fast, slowing them down first will make it easier to destroy them.

There are more Stalkers still in the area. As you advance out of this room's first section, deploy some mines in the gaps between crates and get a stasis canister to launch.



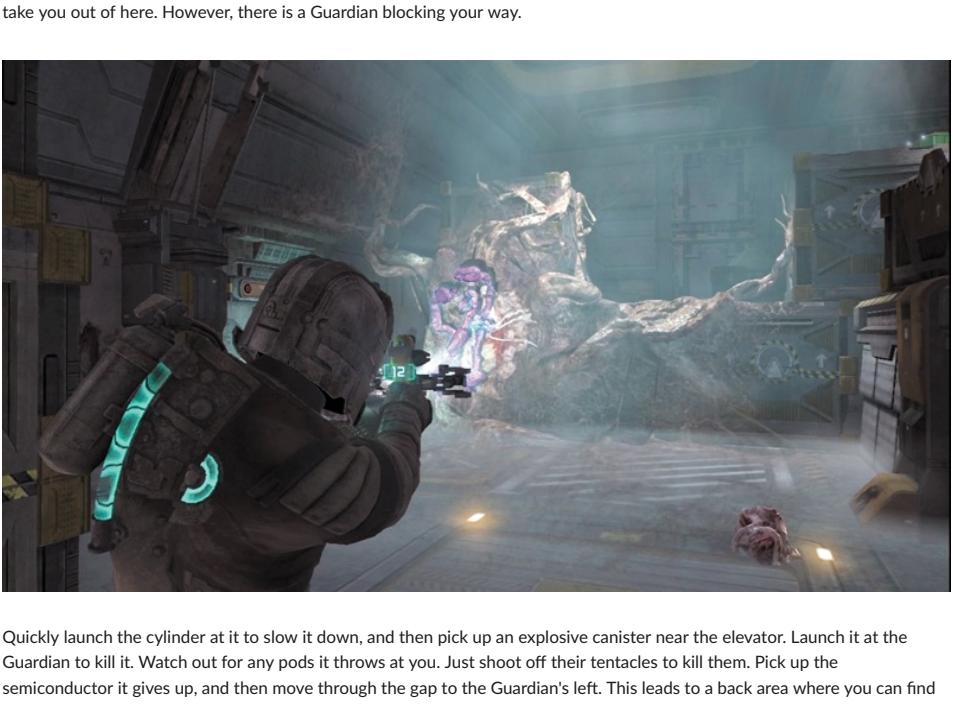
An Exploder will crawl out of the wall in the far left corner. Try to shoot off its sack and kill it. Then pick up the sack with kinesis and use it to kill a Stalker. Be sure to stomp on containers to get some ammo or other items that will help in this fight.

There are still more Stalkers in here as well as another Exploder. Use caution as you head to the room's far right side. As before, deploy mines and use the stasis canisters. Stay alert, because Stalkers don't give you much time to react to their attacks.

// It's a Trap

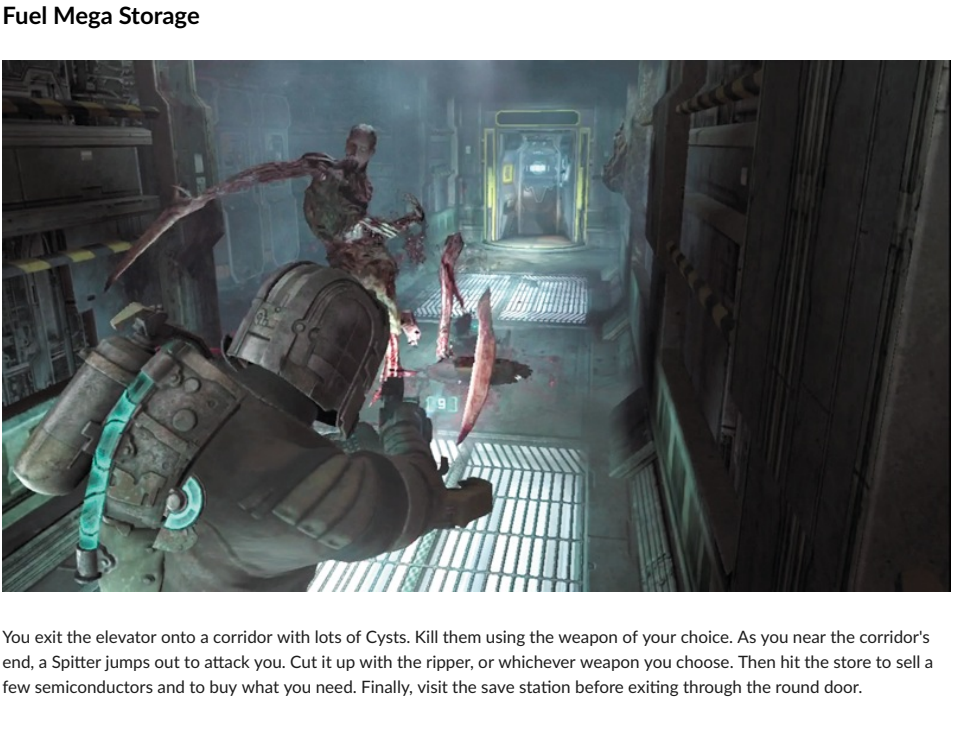
If you can kill 20 enemies with detonator mines that are activated, you will earn the It's a Trap Achievement/Trophy. You have probably already killed some Necromorphs using this method, but this area with the Stalkers is great for getting more kills. Just position mines in all the gaps between crates as you advance, and you can easily rack up almost half of the total.

After you clear out the far right section, pick up a stasis canister and head toward the elevator in the near right corner; this will take you out of here. However, there is a Guardian blocking your way.



Quickly launch the cylinder at it to slow it down, and then pick up an explosive canister near the elevator. Launch it at the Guardian to kill it. Watch out for any pods it throws at you. Just shoot off their tentacles to kill them. Pick up the semiconductor it gives up, and then move through the gap to the Guardian's left. This leads to a back area where you can find ammo, a med pack, and a *schematic for seeker shells*. Now reload all of your weapons and enter the elevator.

Fuel Mega Storage



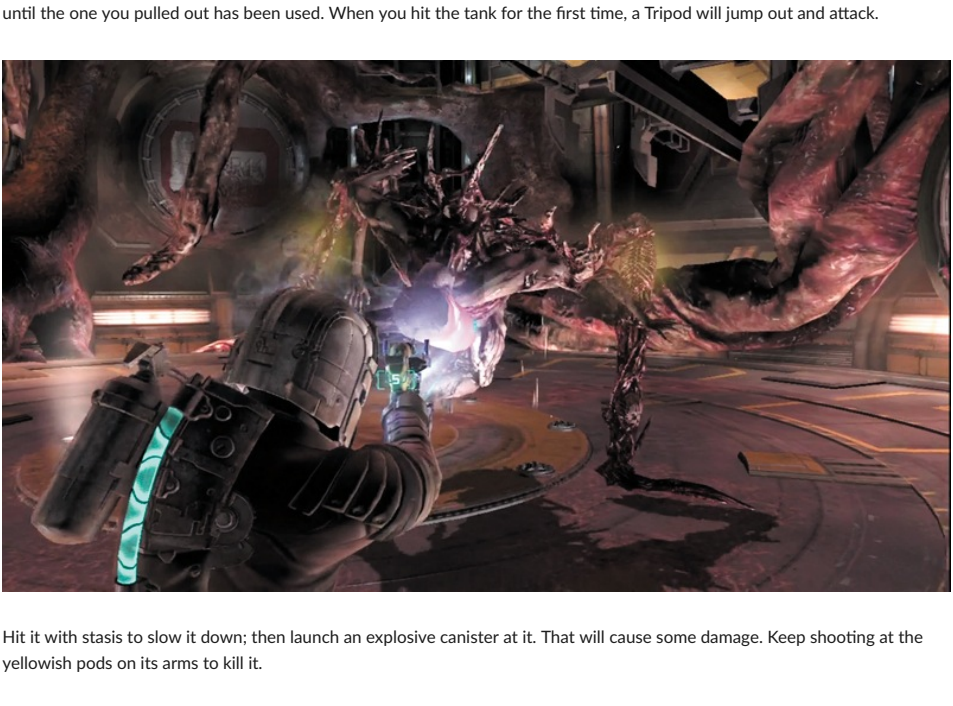
You exit the elevator onto a corridor with lots of Cysts. Kill them using the weapon of your choice. As you near the corridor's end, a Spitter jumps out to attack you. Cut it up with the ripper, or whichever weapon you choose. Then hit the store to sell a few semiconductors and to buy what you need. Finally, visit the save station before exiting through the round door.

There is a gigantic Tripod Nest in the fuel-storage area. It is holding large fuel tanks. If they overheat, the tanks will explode. Luckily, you have a couple explosive canisters right next to you. Pick them up with kinesis and launch them at the fuel tank. After using the first two, get two more from the dispenser by the door. After the tank blows up, head down the cargo lift to reach this area's lower level.

Note

Fuel tanks have a temperature gauge on them. When it reaches red, the tank is in danger of exploding.

There is one more fuel tank you need to detonate. But before you do, look around and stomp some containers to get items. Pull an explosive canister from each of the dispensers. Don't try to stockpile them, though. The dispensers will not open again until the one you pulled out has been used. When you hit the tank for the first time, a Tripod will jump out and attack.

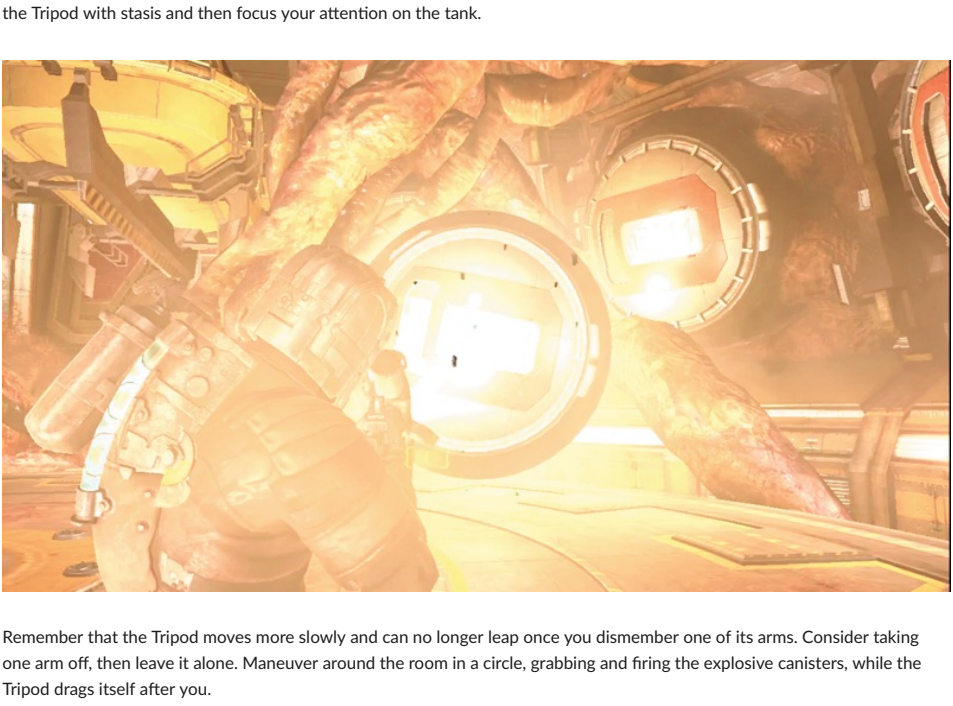


Hit it with stasis to slow it down; then launch an explosive canister at it. That will cause some damage. Keep shooting at the yellowish pods on its arms to kill it.

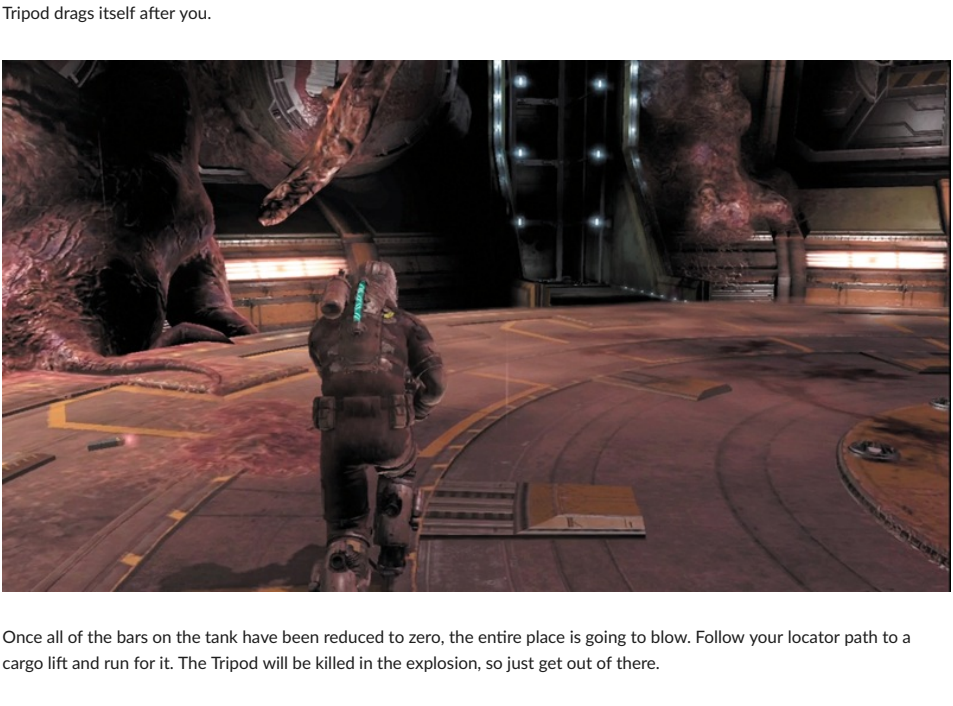
Isaac's Log

While fighting the Tripod, I discovered another tactic to use: the detonator. As I backed away from the Tripod, I deployed a line of mines. It would advance right at me, hitting several mines. This soon killed it.

As soon as the Tripod is dead, another one attacks you. This will continue. The only way to stop it is to blow up that tank. Hit the Tripod with stasis and then focus your attention on the tank.



Remember that the Tripod moves more slowly and can no longer leap once you dismember one of its arms. Consider taking one arm off, then leave it alone. Maneuver around the room in a circle, grabbing and firing the explosive canisters, while the Tripod drags itself after you.



Once all of the bars on the tank have been reduced to zero, the entire place is going to blow. Follow your locator path to a cargo lift and run for it. The Tripod will be killed in the explosion, so just get out of there.

At the lift's top, run to the transport and climb aboard so Ellie can get it moving. As you escape the blast, Tiedemann contacts you. He is not going to let you get away and destroys the track ahead of you. Ellie reverses the transport to the last station you passed. It is time to visit the Ishimura to take matters into your own hands.

// Hornet's Nest

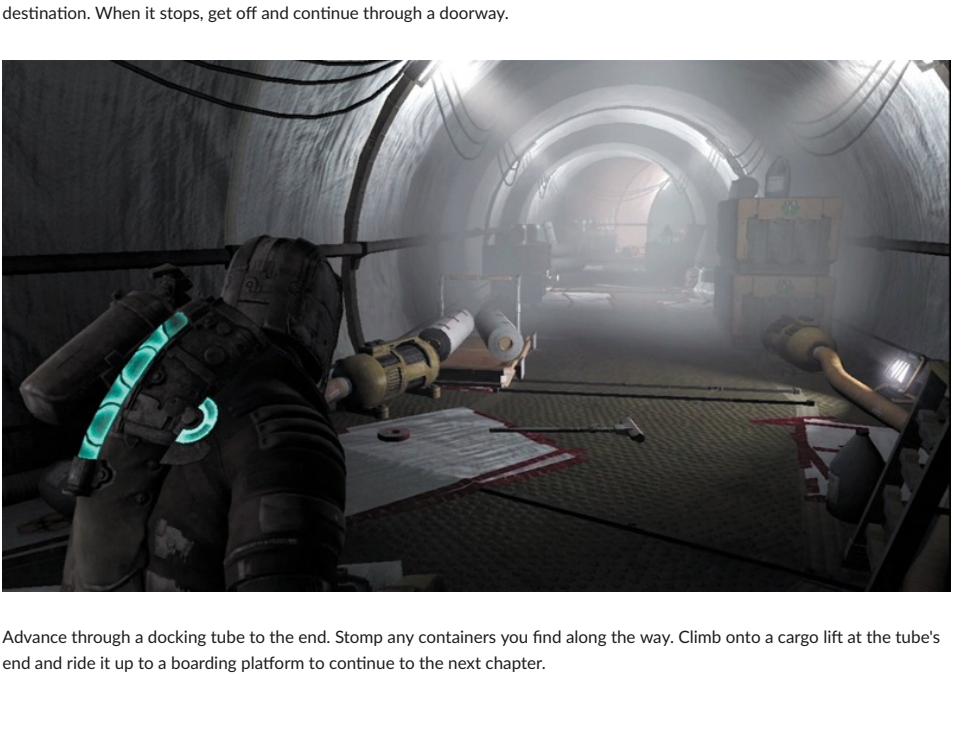
In order to earn the Hornet's Nest Achievement/Trophy, you must destroy the Tripod Nest by blowing up two fuel tanks.

Docking Passageways

Get to the Ishimura

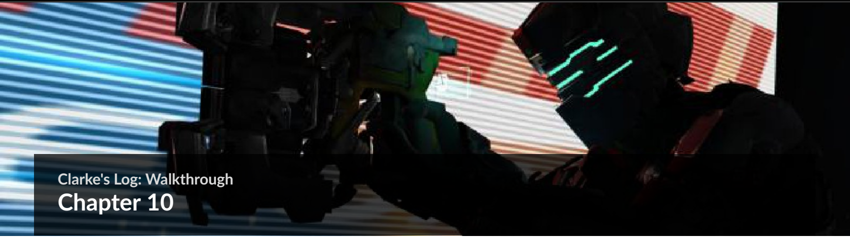
The Ishimura has been space docked at the Sprawl for three years. Before I can fire up the gravity tethers, I have to get on board.

Walk through a passage and a couple doors to reach a cargo lift. Activate the controls and the lift will take you to your destination. When it stops, get off and continue through a doorway.



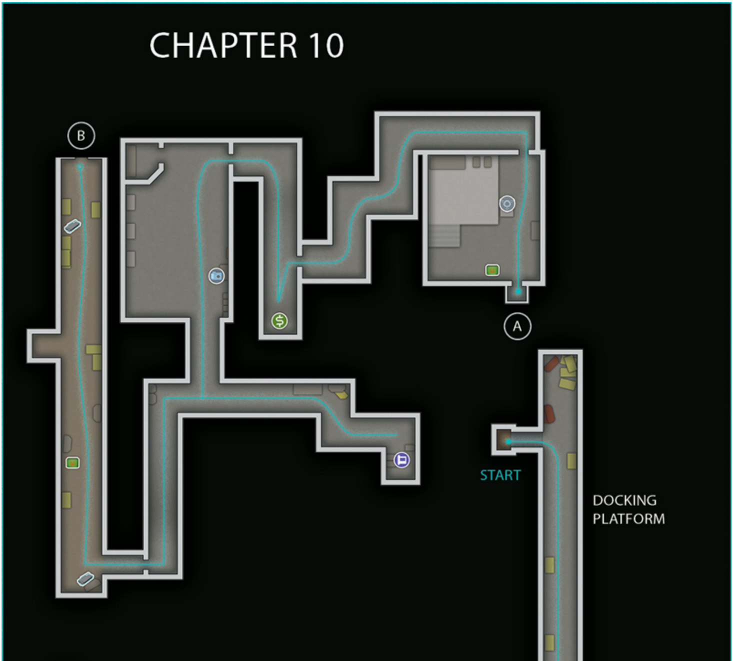
Advance through a docking tube to the end. Stomp any containers you find along the way. Climb onto a cargo lift at the tube's end and ride it up to a boarding platform to continue to the next chapter.

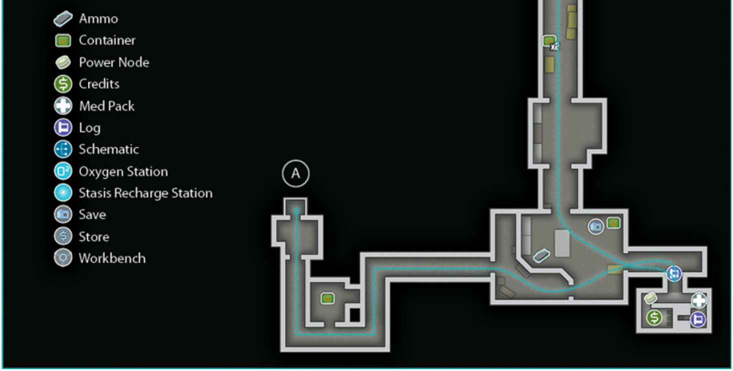
PRIMA GAMES

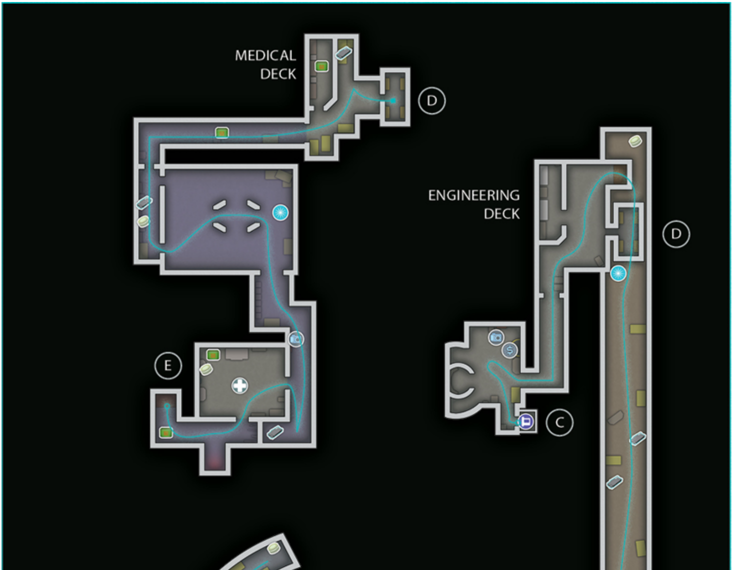


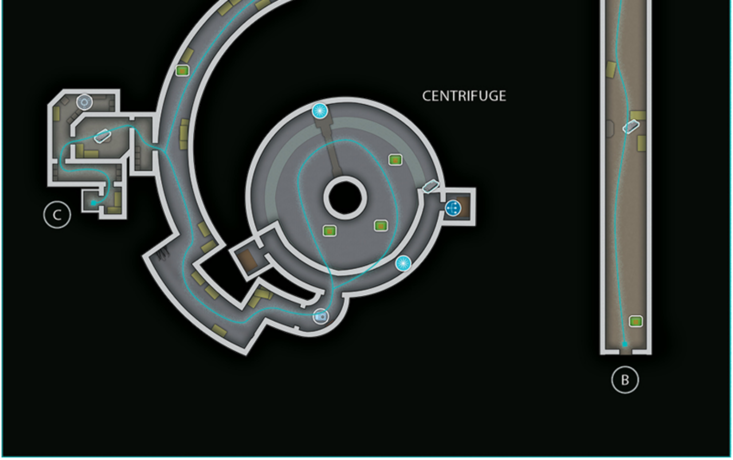
Clarke's Log: Walkthrough

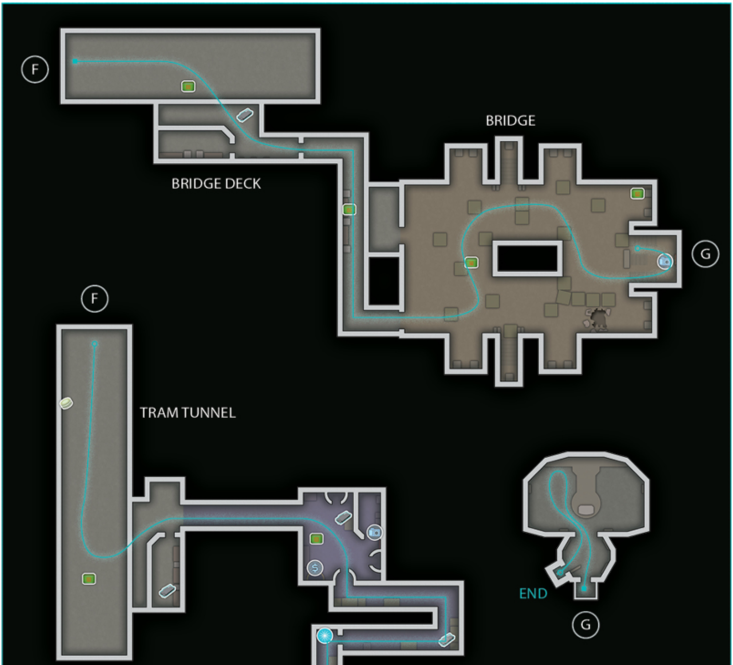
Chapter 10

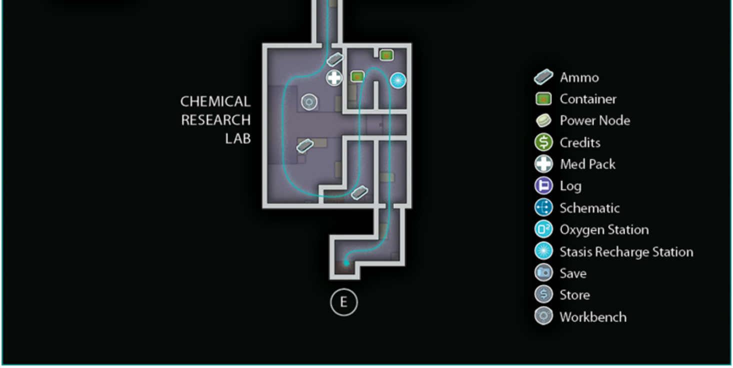










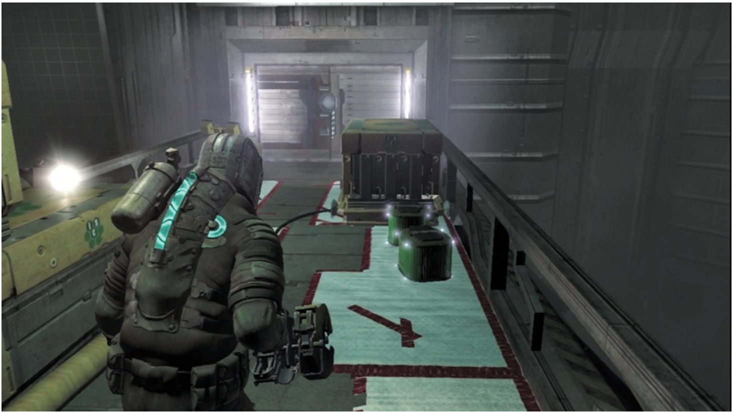


Déjà vu on the Ishimura

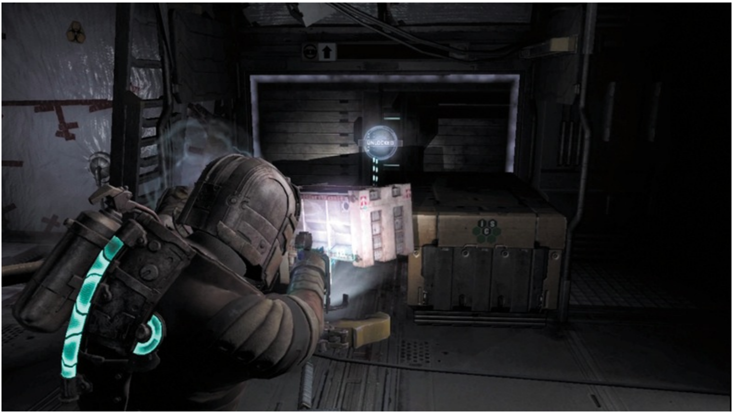
Check the ship's status

Looks like the Ishimura is being recommissioned for service. Bad news for me—most of its functions are probably off-line. I need to check the ship's status before I can continue.

Entering the Ship



It is time to head aboard the Ishimura. Climb onto the docking platform and go right. Along the way, stomp on a couple containers to get some items. Enter the ship through the door, and then head through a second door into a room that is undergoing cleaning.

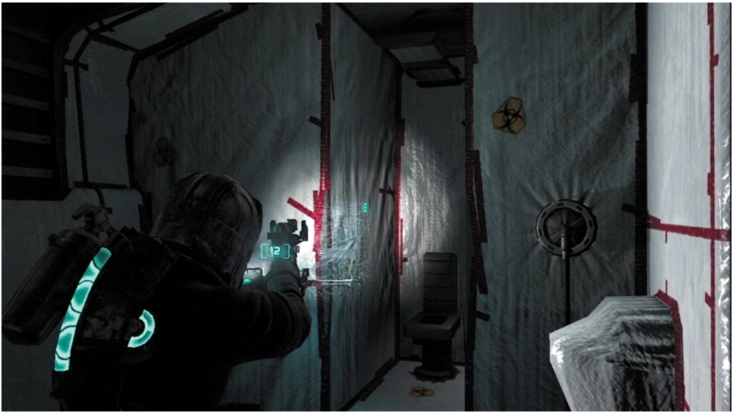


Turn left inside the room and use the save station. Then walk around to stomp on a container and pick up some ammo. Use kinesis to pull away crates that are blocking an unlocked door.

Move into a small corridor and pick up a text log. Pass through the nearby door to enter a restroom. Get a power node from a circuit box and some credits near the stalls before backtracking to the main room.

// Text Log: The Clogger

I don't know who the hell needs a whole roll of toilet paper to wipe their ass, but I'm gonna kick their ass if I ever find them. This is the fifth week in a row that some jackass has clogged the toilets in here. We're in space for crying out loud; if this plumbing gets jacked, someone has to space walk and get a helmet full of crap to clean it out. KNOCK IT OFF.

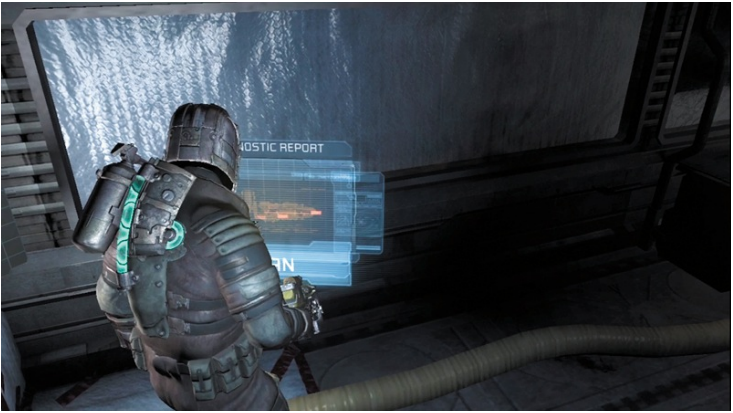


Move around to the restroom's other side, where it is padded in white material. You find a med pack and an audio log.

// Cursed Ship

Golan, this is Hedrick. You really don't hear anything when you're cleaning these bathrooms? Every shift, I swear, I hear something in the walls, like a scratching noise. When I stop moving, it stops.

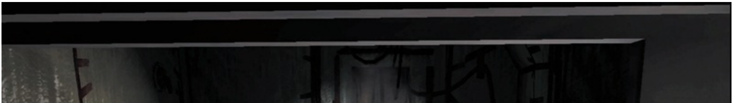
When I move again, it waits a bit, then comes back. Today, it followed me around, right under my feet, like it was stalking me. I can't take it, man. This ship is cursed. It's a bad, bad omen that it's here. I'm putting in for a transfer; you should too.

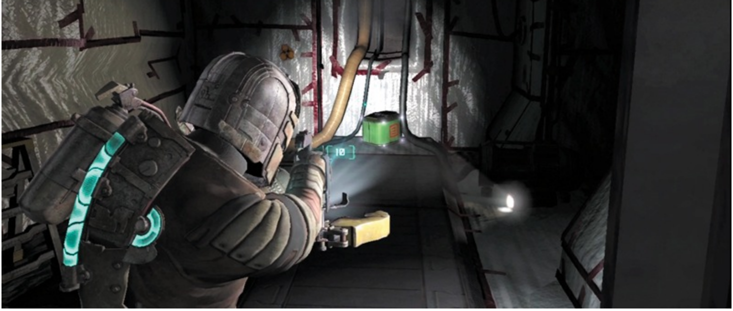


Follow the locator path into another area, where you can find a blue console. Activate it to run a diagnostic report of the ship. Looks like you have your work cut out for you.

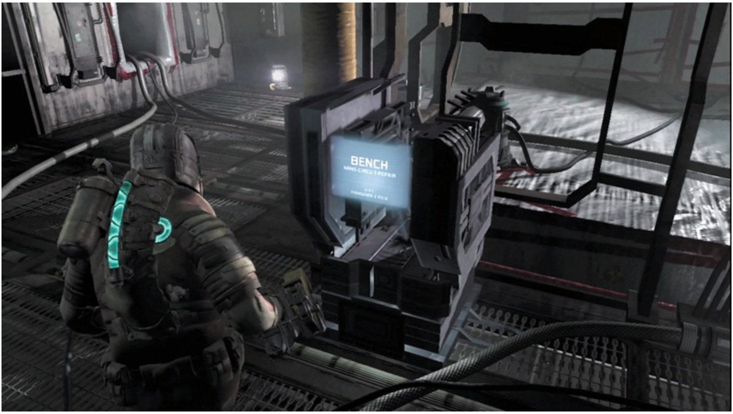
Activate the centrifuge

The gravity tethers won't function unless the main centrifuge is operational. Looks like the repair team was in the middle of upgrading the centrifuge unit. I'll have to finish the job.



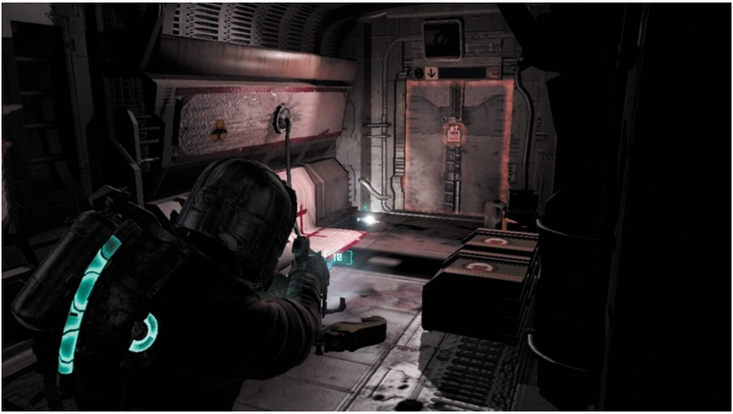


Head through the nearby doorway and into a corridor that leads farther into the ship. As you advance, stop in a side alcove and stomp on a container to get an item. Then continue through another door and enter an elevator.



The elevator carries you down into the ship. When it stops, get off and search the room here. There is a container and a locker, each with an item inside. If you have some power nodes, use the workbench to upgrade your weapons and equipment. Exit through the door and follow a corridor to yet another door.

Turn left into a dead end to find some credits. Next, follow this corridor in the other direction and go through a door. Search the lockers in this room for an item, then use the save station before continuing through the next door.

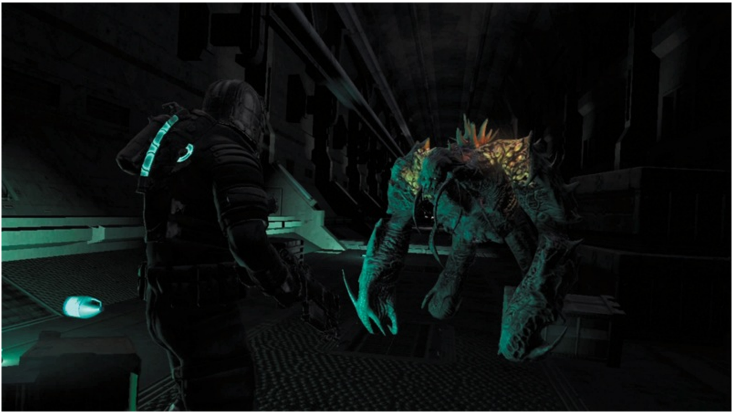


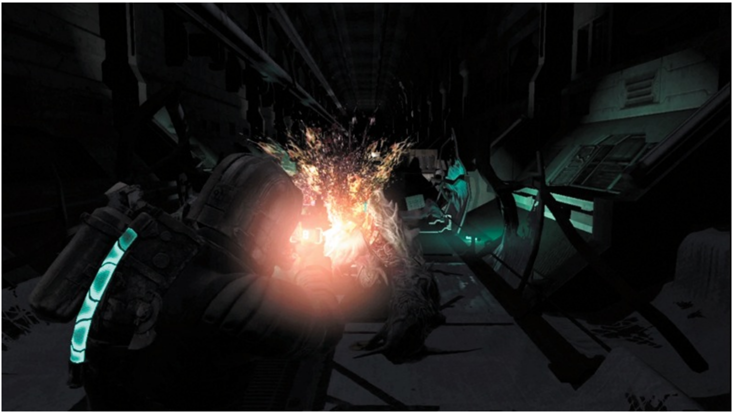
Follow the short corridor and head through a door into a longer corridor. The locator points to the right, but go left so you can find an audio log. Pick it up and then take the corridor in the other direction. At its end, you pass through another door.

// Audio Log: No Transfer

Golan, it's Hedrick. Did you come in last shift? Did anyone? I think it's just me down here now. I got lost last night when the lights went out ... and I fell down a ramp. I think. Or something tripped me. I'm all bruised on my left side and my ankle is swollen....Are you sure you guys aren't down here? I hear something near my locker. Screw this. I'm heading up. I'm never coming back here again.

Grab the ammo to the left in this small room, then advance down the long tunnel. There is a container and more ammo along the way. When you reach the end, go through the door.

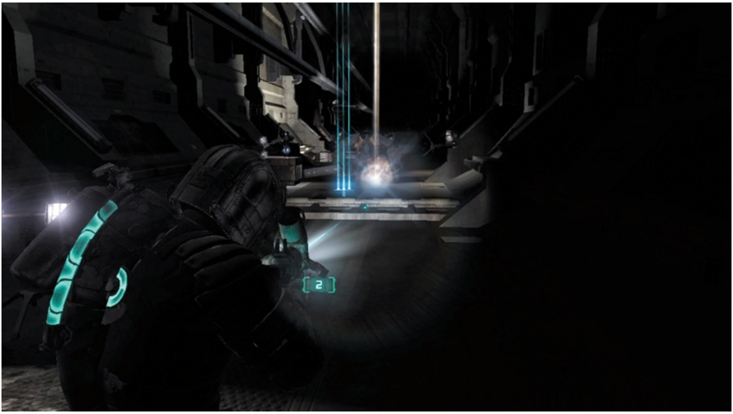




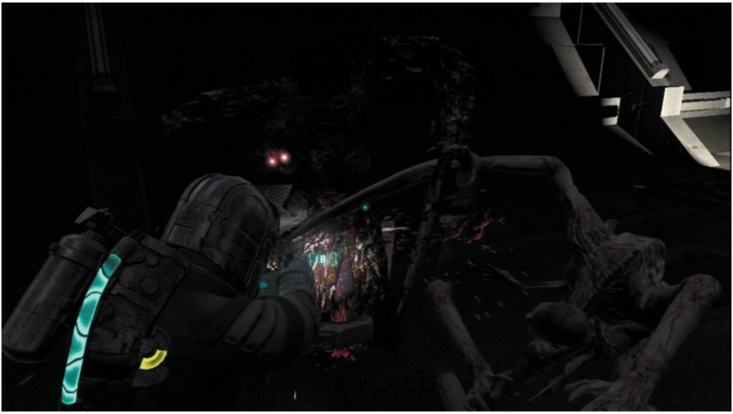
You are now in a long chamber. Stomp on the nearby container and keep moving. As you approach some crates and cleaning supplies, a Brute jumps out. Hit it with stasis and then start shooting at the yellowish flesh on its shoulders to sever an arm and kill it.

Issac's Log

Though I had many weapons at my disposal, I still found that the plasma cutter, which I had upgraded quite a bit, was a great weapon for dealing with Brutes. I had also upgraded my stasis quite a bit, so the Brute stayed in stasis longer and gave me more time to fire into its weak spots. Since the Brute was the first Necromorph I had seen on the ship, I was a little worried about what else I might find.



Continue down the chamber to find a stasis pack and some ammo. Another Brute will come toward you from the chamber's opposite end. Back up, deploying a string of mines in front of the Brute. It must pass through these to reach you. As it gets in close, hit it with stasis and shoot at the yellowish flesh. After the damage from the mines, it should take only a few shots to kill it now.

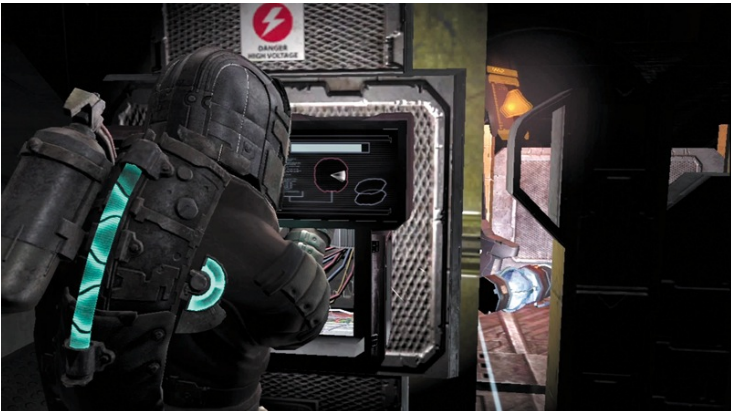


After you eliminate the second Brute, Ellie calls in to tell you Necromorphs are swarming into the ship. She is not kidding. You immediately get attacked from two directions by a Super Slasher and several Slashers.

Back up toward a wall and saw away with your ripper. Hit some with stasis so there aren't too many coming at you at once. After you destroy them all, pick up the items they drop and head to the chamber's end.

Note

The contact beam is a useful weapon when dealing with lots of enemies. Use its alt-fire to push back all nearby enemies; if you have upgraded the special ability, it will put them in stasis. This will buy you time to either kill them or run away.

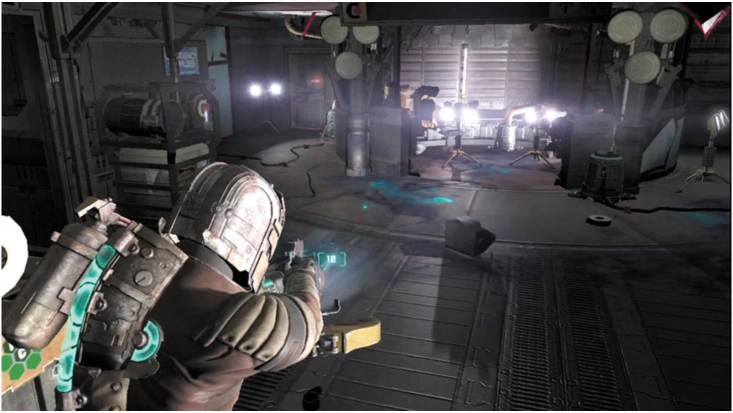


There is a stasis station along the way, so stop and recharge your stasis module. Also get a power node from the circuit box at the chamber's end before hacking the cargo lift. Once you are done, climb onto the cargo lift and ride it up.

Engineering Deck

ENGINEERING DECK

When you reach a platform, search four different lockers for some useful items. Then head through the door and down a corridor.



Upon arriving at this next room, search a couple lockers for items and stop at the store. Record your progress at the save station. Next, take the elevator to the next level. On the elevator, you will find an audio log.

Issac's Log

At this store, I traded in the seeker rifle for the contact beam. I did not expect a lot of long-range combat aboard a ship. After encountering all those Necromorphs, I felt I needed a weapon that could help me avoid being overrun.

// Audio Log: Reanimate

Dr. Heidi Latchford

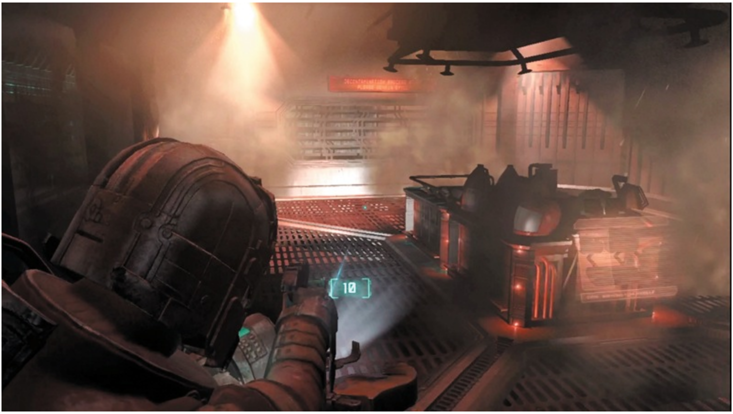
Research Summary:

There are several shocking findings relating to the sludgelike material found throughout the Ishimura. First, it is human DNA. Second, and far more disturbing, it reanimates in the presence of a Marker signal.

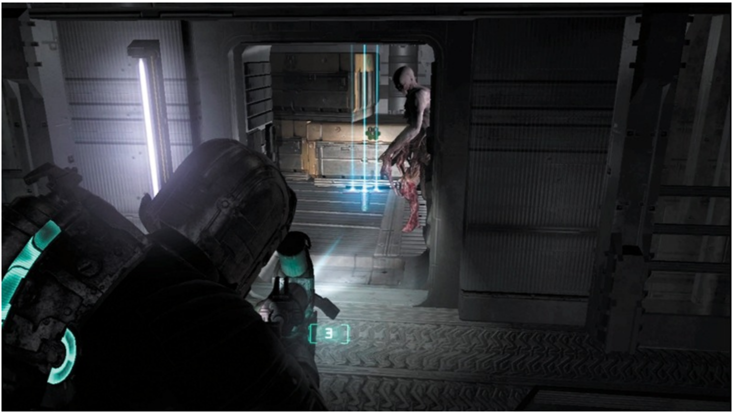
The only conclusion we can come to is that the entire Ishimura crew was infected and "reconstructed," and then fell into a soupy DNA sludge when the Aegis VII Marker was destroyed.

// The Sampler Platter

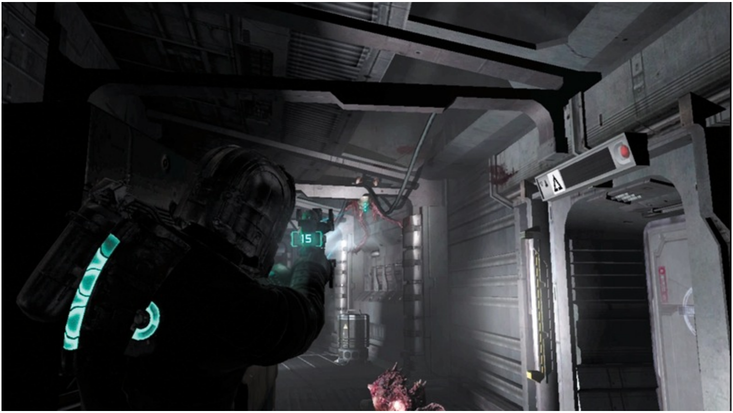
When selecting weapons at the store, consider buying one you haven't used. In order to earn the Sampler Platter Achievement/Trophy, you must kill at least one Necromorph with each weapon in the game. If you have not earned this yet, now is a good time to try.



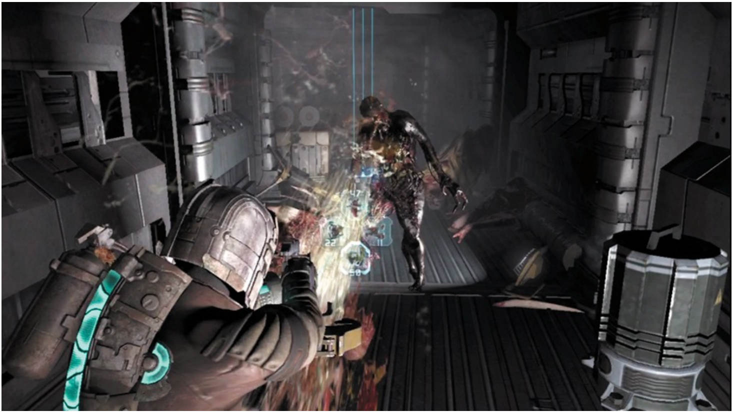
After leaving the elevator, move into a small corridor and search a locker. Then continue through a door and into another corridor with a locker to search and a workbench. Upgrade any weapons and items and then enter the decontamination room. Pick up a stasis pack in the middle of the room. Wait for the decontamination process to complete so you can exit through the other door.



As you leave the room, check the lockers outside and then enter a door into a large corridor. Quickly deploy some mines in either direction and then duck back into the area by the lockers. There is a Puker and a legless Stalker headed your way. The mines will kill or damage them. Deploy more mines by the door and then get ready to finish off whatever survives.



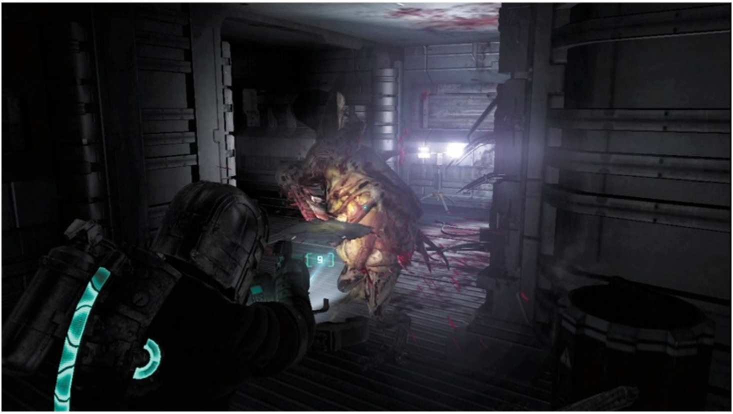
As you head back into the corridor, look right and shoot the Lurker on the ceiling. Go down the corridor to the left to find a container as well as a Super Slasher and a Pregnant. Kill them both with a combination of mines and ripper blades. Deploy a few mines behind you so nothing sneaks up on you. Head to the corridor's end to get a power node from a circuit box.



As you head back in the opposite direction, a legless Stalker, a Slasher, and a Super Puker come at you. The mines will take care of some, but be ready to hit the Super Puker with stasis and kill it before it can hit you with acid.

Issac's Log

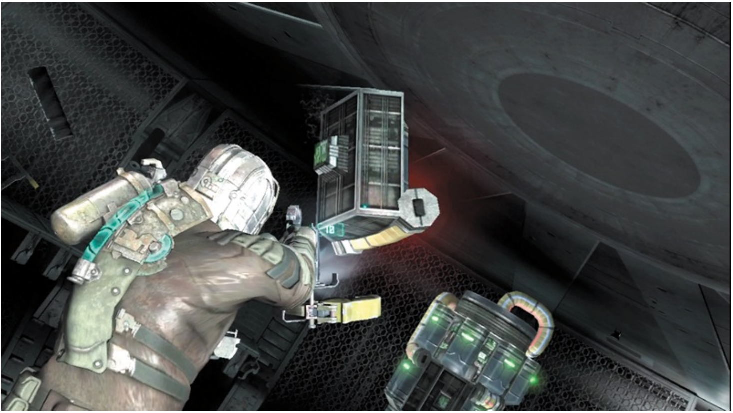
In these narrow corridors, I found the detonator mines incredibly useful. I would just deploy a line of them right in the middle of the corridor as I backed away. A mine or two eliminated the majority of hostiles I faced in here. I also had to pay attention to what was behind me, because some Necromorphs would come out of the walls and try sneaking up on me.

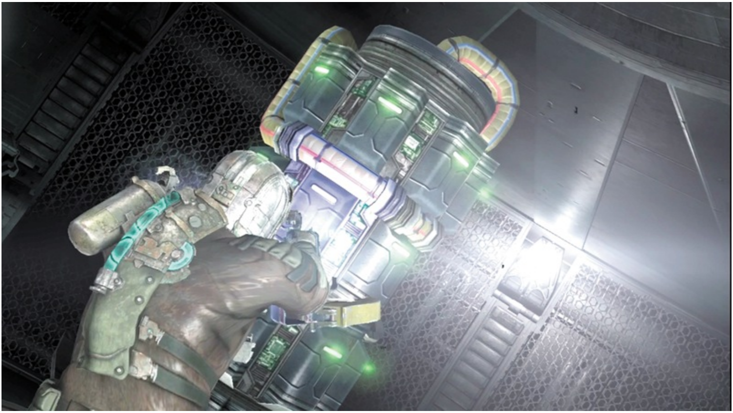


When the corridor makes a couple short turns, you will be attacked by more Necromorphs. Expect Stalkers, Slashers, Lurkers, a Puker, and even a Pregnant. Use your variety of weapons to deal with them. Head to the corridor's end and go through a round door. Use the save station and take a moment to catch your breath. When you're ready, move through another round door into the centrifuge.

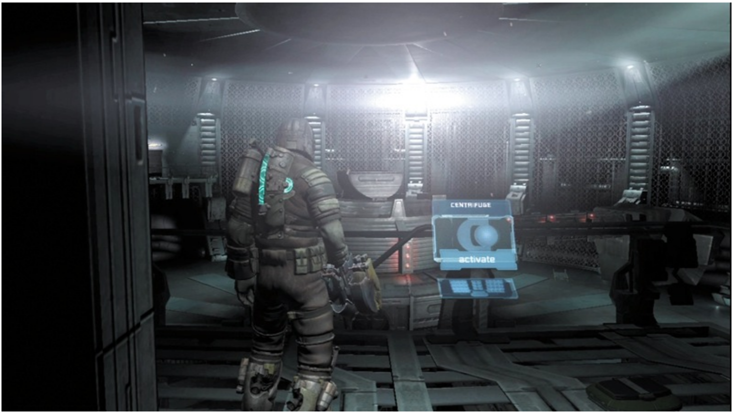
The Centrifuge

This is a Zero-G area. There are many containers and items floating around in here. Before you start fixing the centrifuge, search the area to find items and learn the layout. In the area below the control console, you can find *a schematic for force energy.*





Press the Zero-G Launch button to begin flying around. After you collect all the goodies, get to work. Find the pieces of the centrifuge cooling core that are floating around and grab them with kinesis. Some pieces are hidden behind other structures, but they are all in the room. You must then position them in the correct slots on the centrifuge. Match the cooling tube on the piece with the tubes on the cooling core.

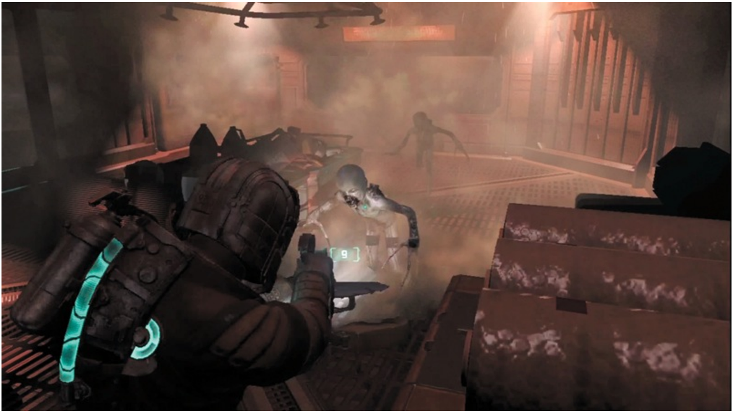


After you put all the pieces into place, fly to the console and press the Zero-G Launch button to activate the centrifuge. This will create gravity here. Now follow the catwalk back to the round door and exit the centrifuge. Stop and use the save station before heading back into the long corridor.

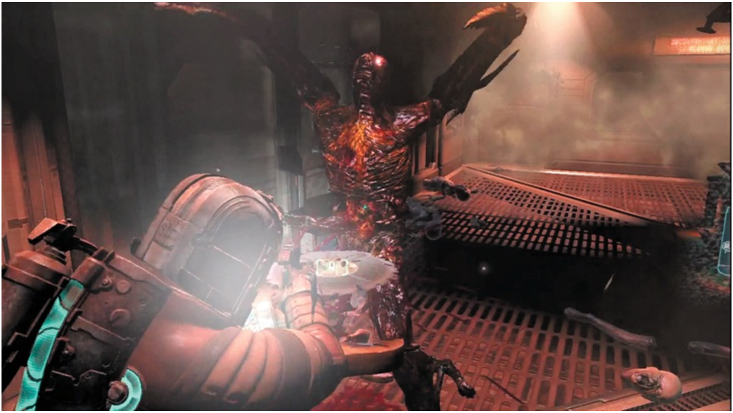
Get to the bridge deck

Centrifuge is online! To get the gravity tethers fired up, I'll have to hustle to the bridge deck where the controls are located.

Make your way back through the carnage in the corridor to the decontamination room. Once inside, wait for the decontamination process to begin. This is a good time to make sure all your weapons are fully loaded.

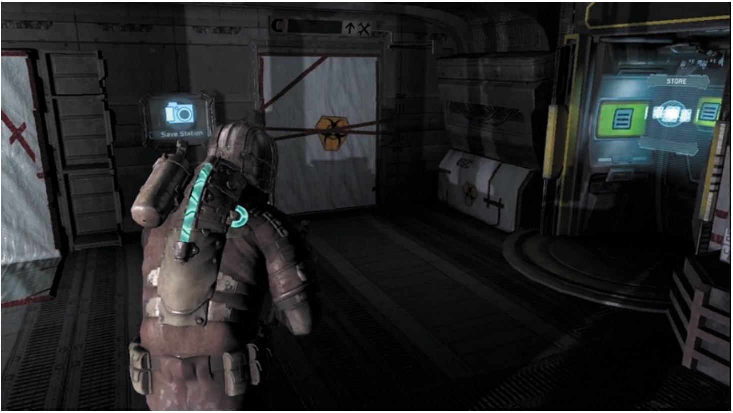


Packs will start entering the room while decontamination is still taking place. Use the ripper to keep them off of you. Back into a corner so you can't be surrounded. Eventually some Super Slashers and a Puker will drop in.

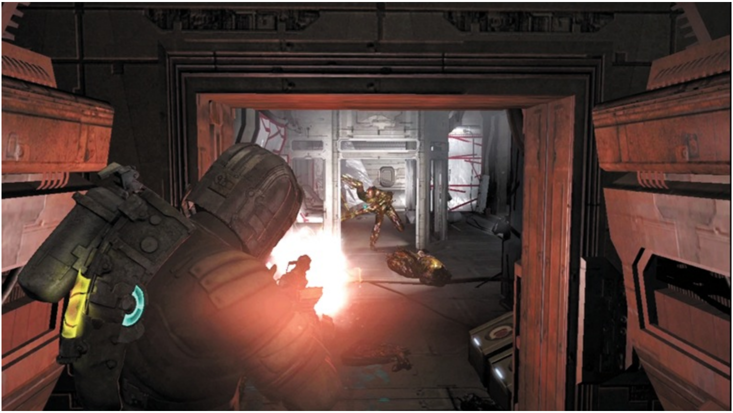


Quickly hit the Puker with stasis while cutting up the Super Slashers with the ripper. Eventually a Super Puker will drop in as well. This is also a good time to pull out the contact beam. Use the alt-fire mode first and then hit the Necromorphs with the full-power blast.

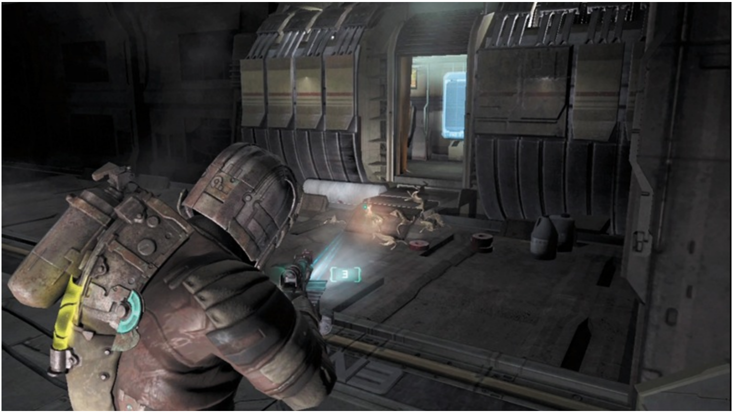
Once they are all dead, collect the ammo and items they leave behind and exit the room. As you approach the elevator, a Super Slasher playing dead jumps up and attacks. Kill it and then board the elevator.



When you exit the elevator, stop by the store to upload the schematic and save your progress at the save station. Next, follow the locator path through the corridor.



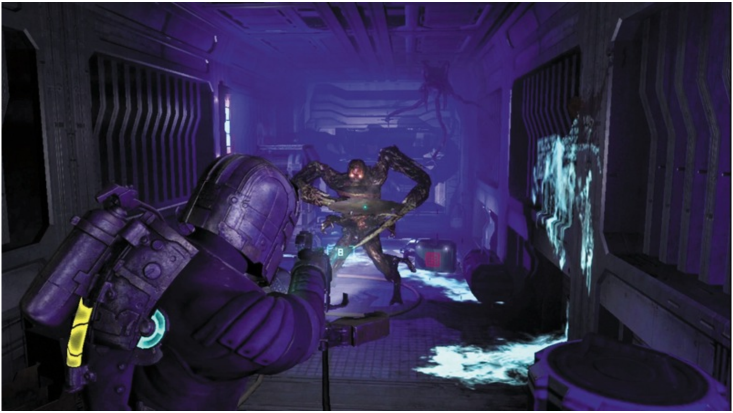
As you open the door to the platform, a Super Slasher comes rushing toward you. Hit it with stasis, and then kill it with the contact beam. A second Super Slasher comes out of the wall as well, so just repeat the same tactic to keep yourself alive.



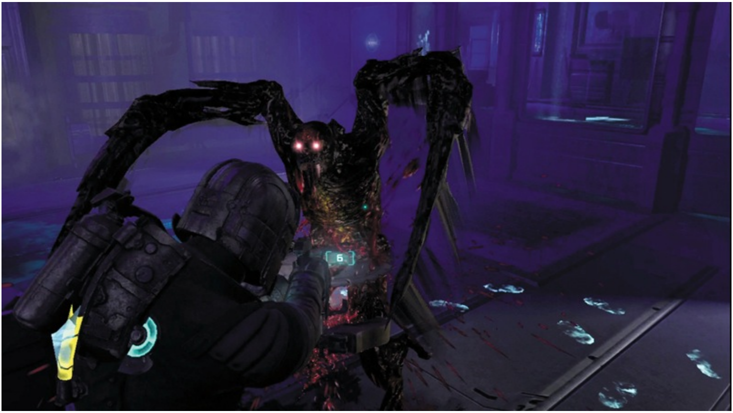
As you step out onto the platform toward a tram, be ready for a Slasher. Drop a mine in front of it and place one by the tram door to kill the Swarm that come crawling out. Once it is clear, climb into the tram and activate the blue console to get it moving. Ellie will call in and talk to you. However, there is an obstruction ahead so the tram stops at the medical deck.

Medical Deck

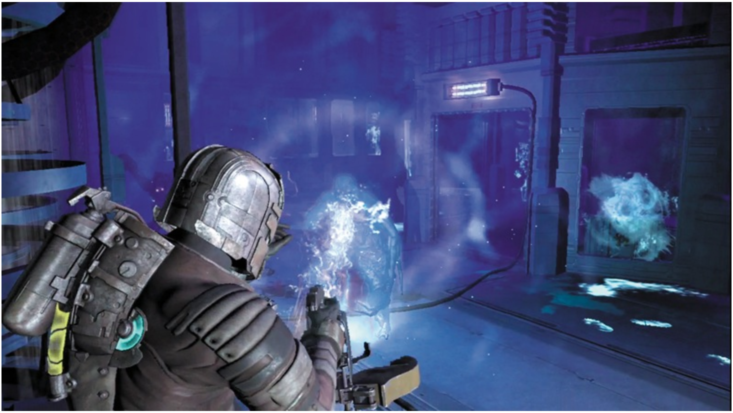
Step off the tram onto the medical deck, and search the area for some ammo and a container. Then head through the door and into some dark corridors with glowing fluid spilled everywhere.



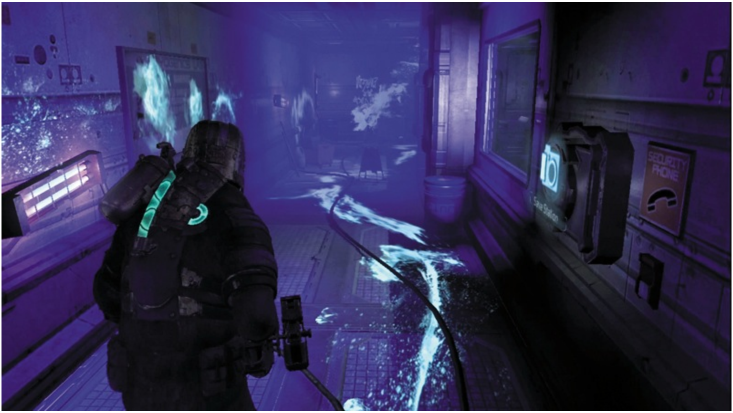
Deploy some mines far ahead of you in this corridor. A Super Slasher, a Puker, a Spitter, and a Lurker will come out of the ceiling and charge toward you. For those that get too close, use stasis on them as you back away and then shoot them with a higher-power weapon. At the corridor's end, go through the door.



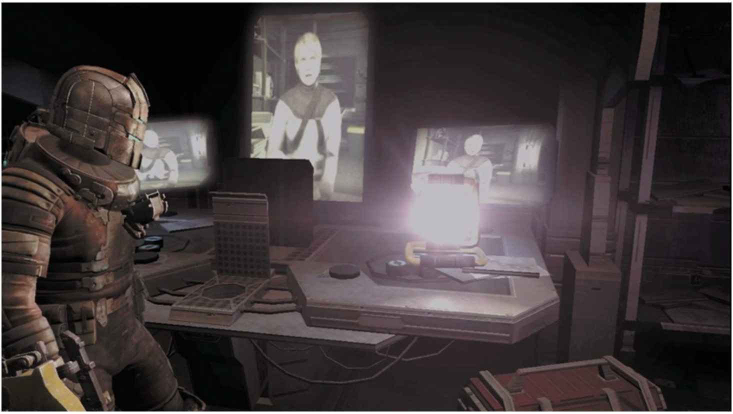
Pick up a stasis pack and a power node before passing through another door into a medical room. A Super Slasher attacks you here. Use stasis and then cut it with the ripper. Recharge your stasis at the stasis station and then hack a console to open a locked door.



Immediately after you complete the hack, you will be attacked by a Super Puker, a Super Slasher, and a Slasher. Hit the Super Puker with stasis and then start the slaughter. Kill them all and collect the goodies they drop.

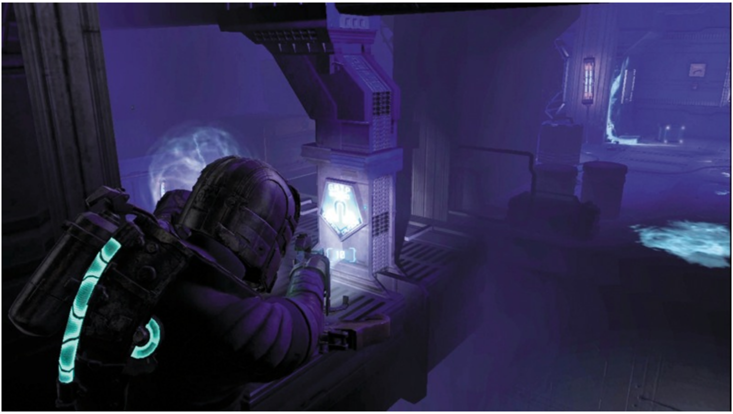


Go through the now-unlocked door and check some lockers. Then follow the corridor to its end to find some ammo. Return to the save station and record your progress before entering the next room.



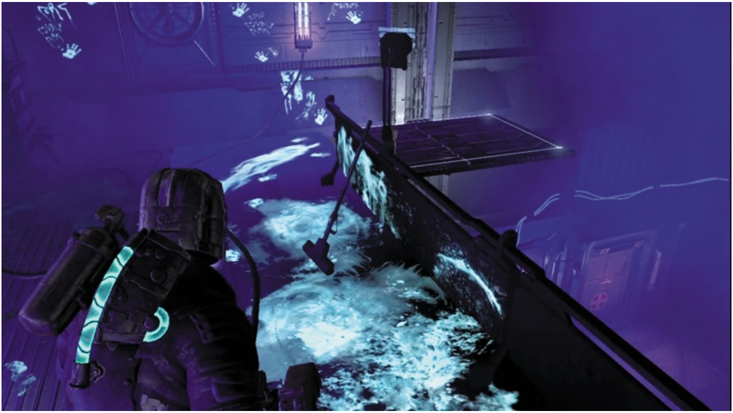
As you walk into the room, you hear a recording of Nicole playing. It's her final message to Isaac when she was still alive on the Ishimura. Grab some items here, including a power node, before exiting into a corridor. Follow it around to a cargo lift, stopping to stomp a container along the way.

Chemical Research Lab

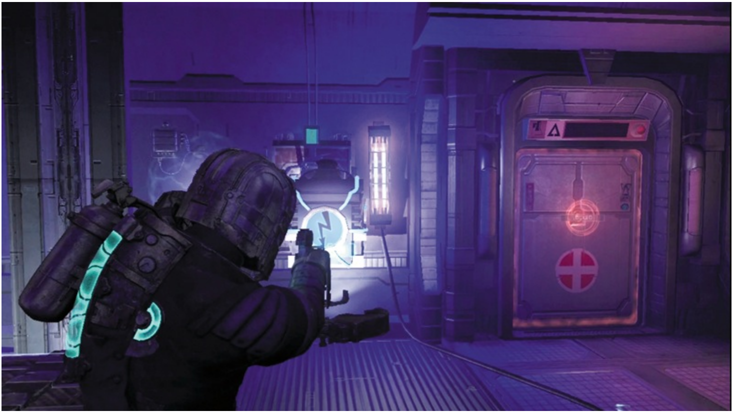


When you reach the next level, use kinesis to move some objects out of your way and advance around a corner and through a doorway. Continue until you get to a gap. Use kinesis on the GRIP icon to move a metal walkway into place so you can keep moving.

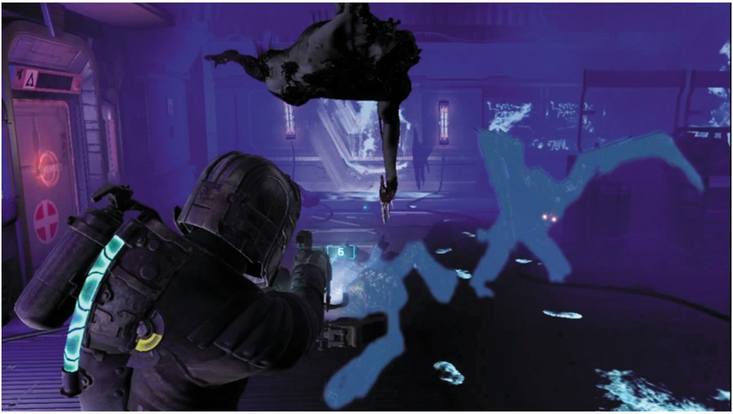
Recharge your stasis at the corridor's end if you need to, but watch out for a Lurker that jumps up from below. Kill the Lurker and then stomp on a couple containers for items.



Follow the locator to another gap in the pathway. You must go back and use kinesis to move the walkway to its original position. Advance to a cargo lift, grabbing some ammo as you go. Take the lift down to the lab's main floor.

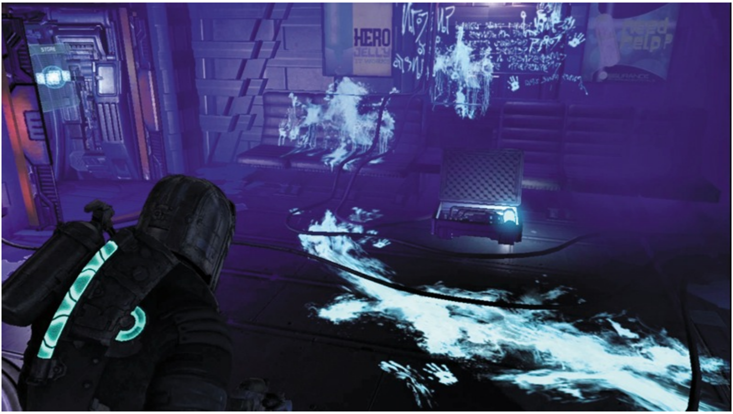


Kill a couple Leapers that attack you, then head right into a small room where you find a container, ammo, and a power node. Exit the room and then use kinesis to remove a power cell from the socket in the wall. This will disable the electrical field in the middle of the room so you can move to the other side. Make sure you place the power cell close to the socket.



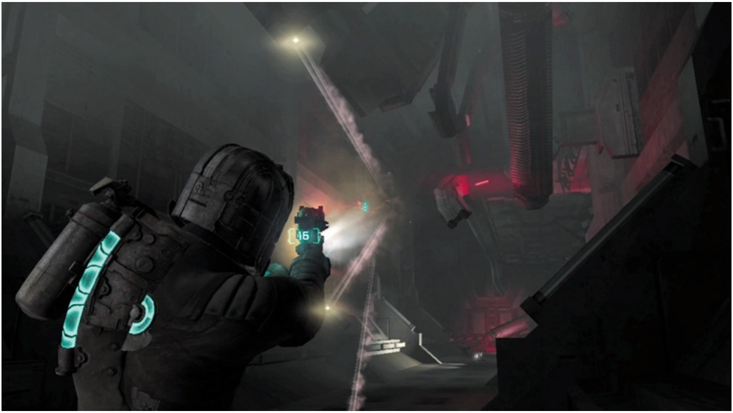
As you begin to advance, you will be attacked by a Slasher, some Leapers, and a couple Super Slashers. Run back to the power cell and place it in the socket. The electricity will turn back on and will deal out some serious damage to any Necromorphs caught in it.

Hit any remaining enemies with stasis and then kill them. On the room's other side is a workbench and a locked storage room. You need a power node to get in and retrieve some ammo and several health packs.

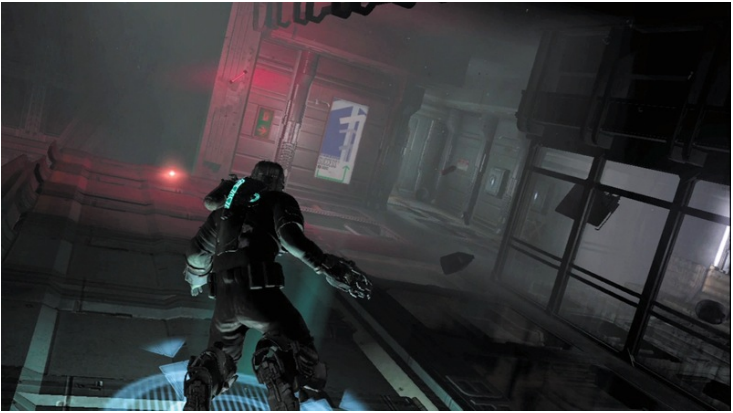


Exit the lab through a door on the side. Use the stasis station in the corridor and then advance through a door. Continue along another corridor where you can find some ammo. Then enter a room with a locker, a store, and a save station. When you're done, head through a corridor to another area.

Tram Tunnel



You emerge on a tram platform. This area is Zero-G, so things are floating around. Pick up some ammo and then press the Zero-G Launch button to start floating. After passing the first tram car, turn around to pick up a power node. Fly down the tunnel and shoot the Lurkers that come out to attack you. They are up high, down low, and on the sides of the tunnel.

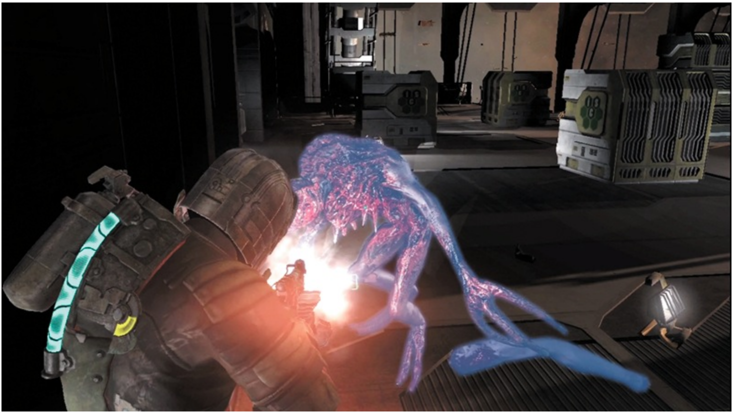


Keep going until you reach another platform. Land on it as you press the Zero-G Launch button again. Snag some ammo and search a couple lockers here before heading through the door to the bridge deck.

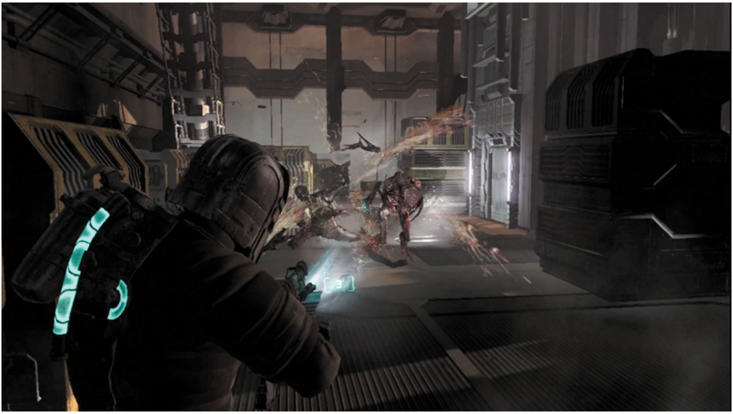
Bridge Deck

Activate the gravity tethers

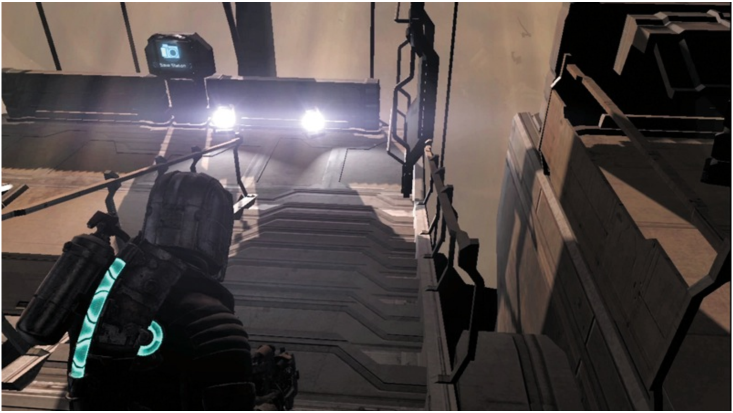
Government Sector is still slipping away! I need to activate the gravity tethers to snare it and realign it with the Sprawl. That should give Ellie and Stross enough time to get across.



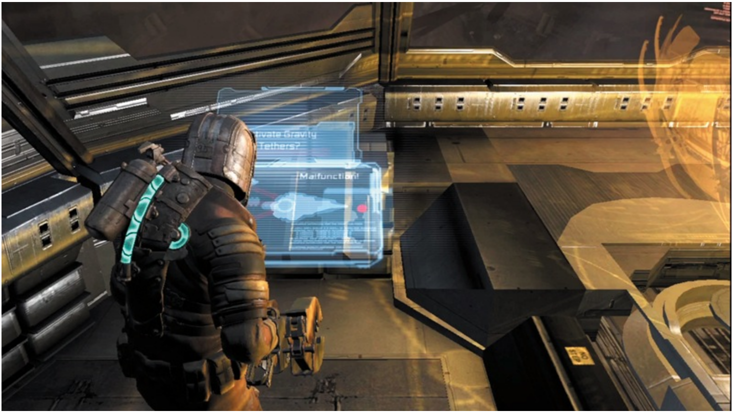
Advance along a corridor to the bridge. A Leaper and some Swarm will attack immediately when you enter. Quickly deploy some mines to stop them. A Super Stalker will also charge you. If a mine does not get it, hit the Stalker with stasis and then blast it with the contact beam.



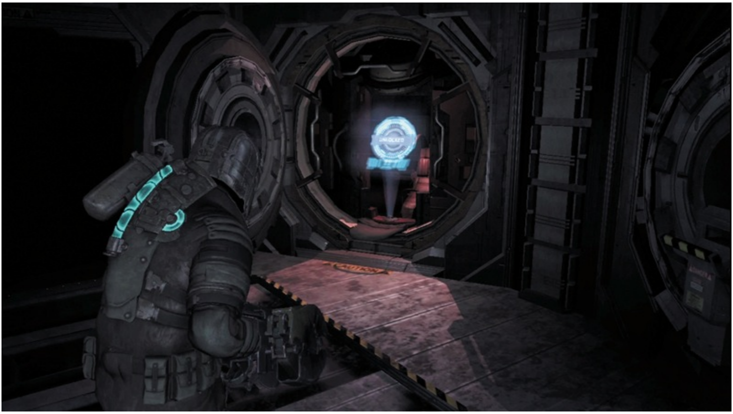
Keep deploying mines, especially to your left. There are still some Super Stalkers and Super Pukers on the bridge. Kill them and keep following the locator path.



You reach the stairs leading down to a save station. Record your progress there, then head down more stairs. Take a cargo lift down to the captain's command area.



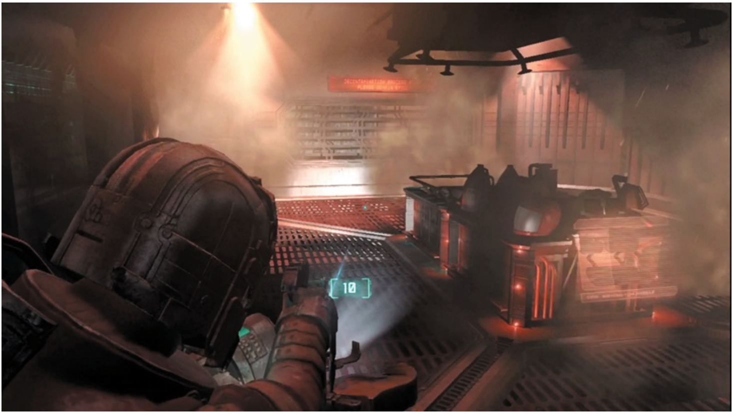
Once you are at the captain's controls, search a locker and move to the blue console. Activate the gravity tethers.



Now exit through the door and head for an escape pod. You have made it off the Ishimura; however, your pod takes some damage from all the debris in the area and you crash-land somewhere in the Sprawl.

// Operation!

Once you have snared the Shard with the Ishimura, you will earn the Operation! Achievement/Trophy.



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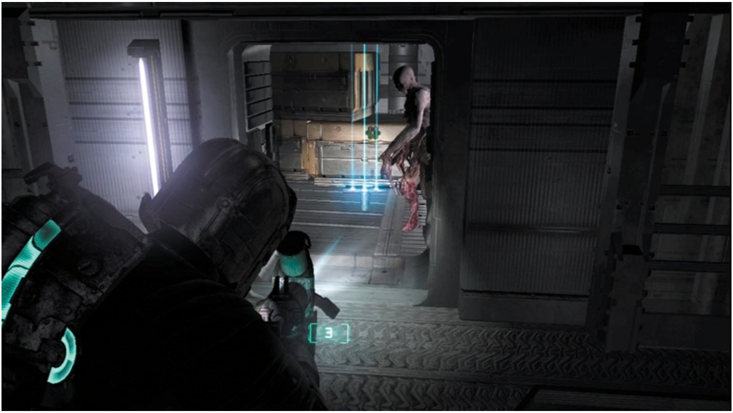

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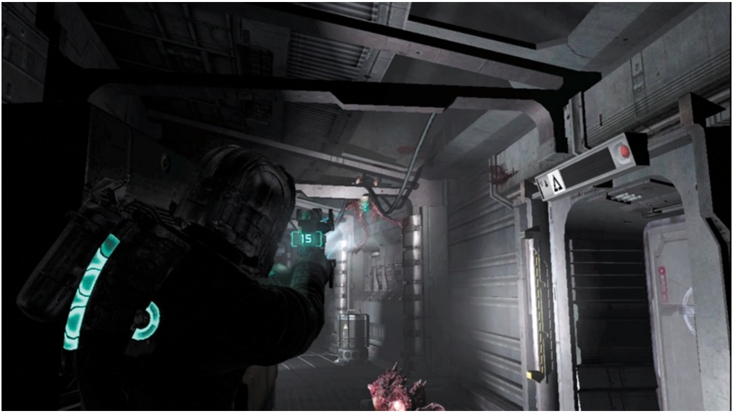

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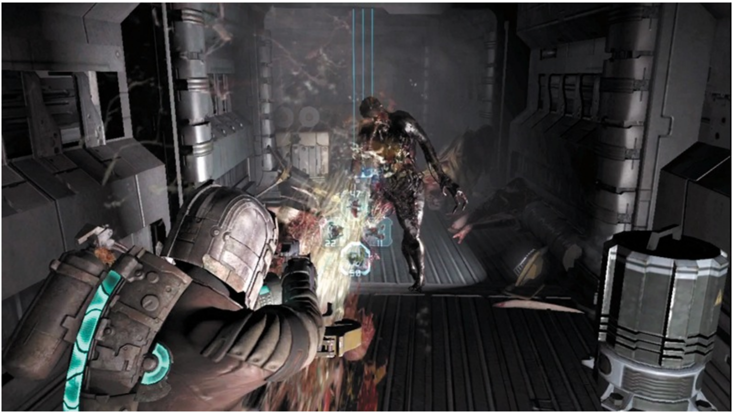

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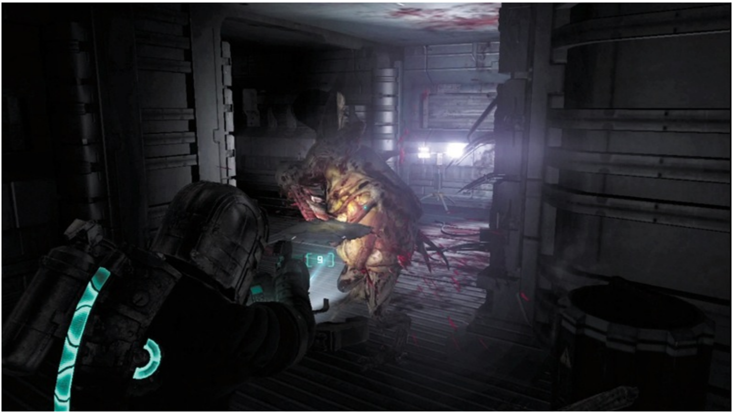

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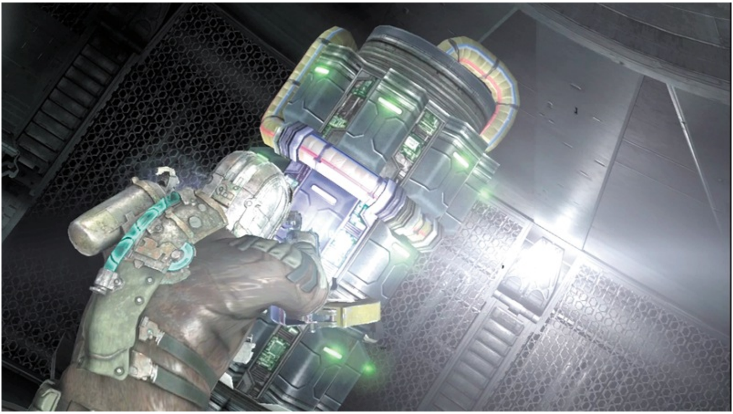

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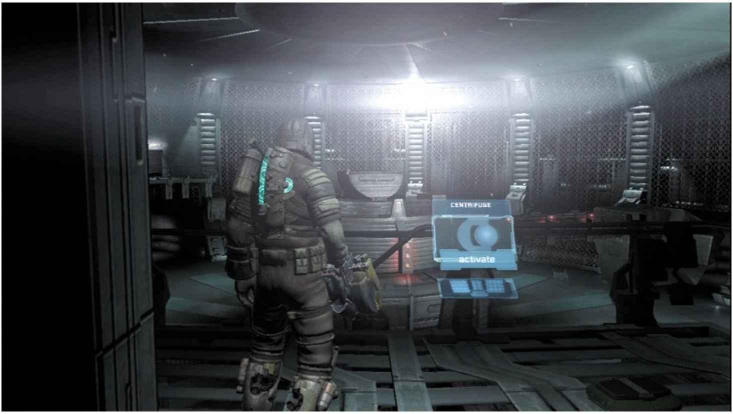

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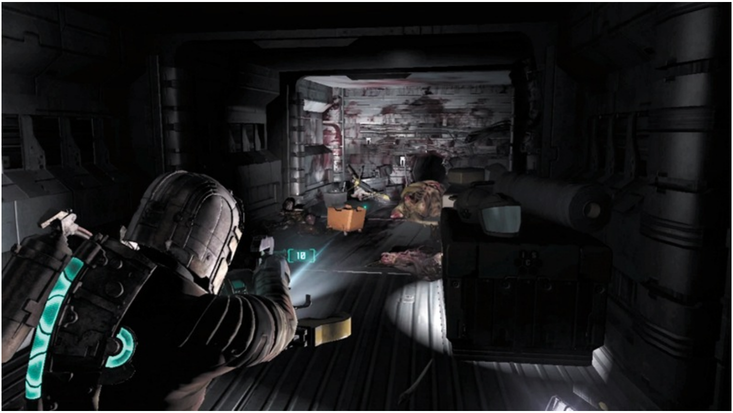

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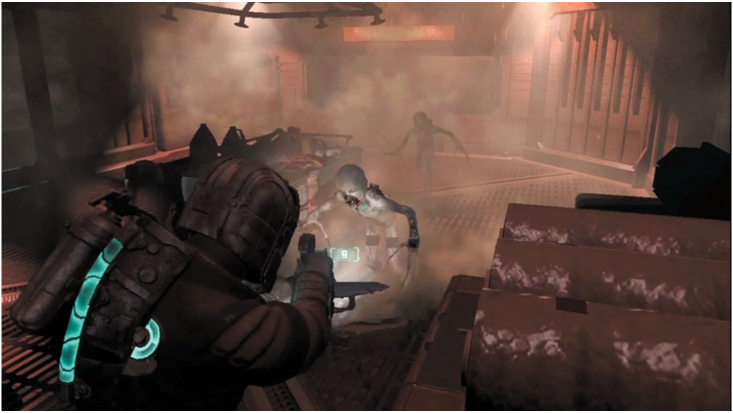

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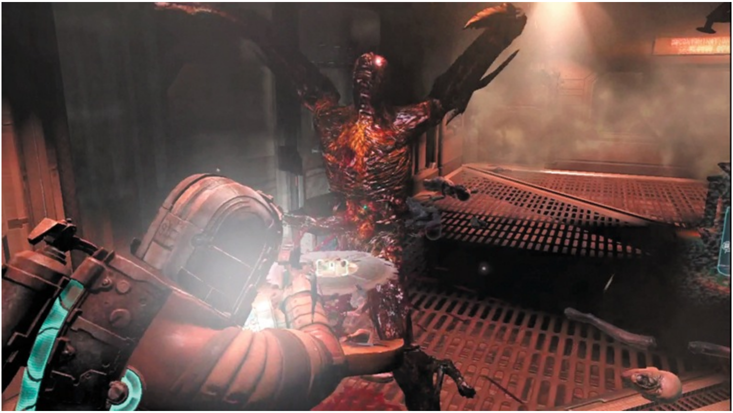

Quickly hit the Puker with stasis while cutting up the Super Slashers with the ripper. Eventually a Super Puker will drop in as well. This is also a good time to pull out the contact beam. Use the alt-fire mode first and then hit the Necromorphs with the full-power blast.

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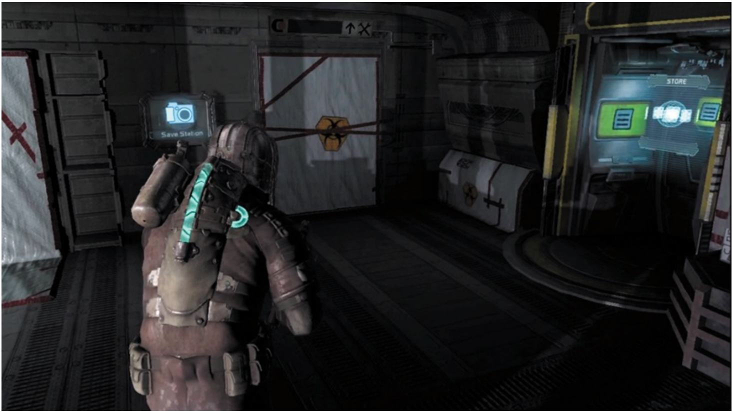
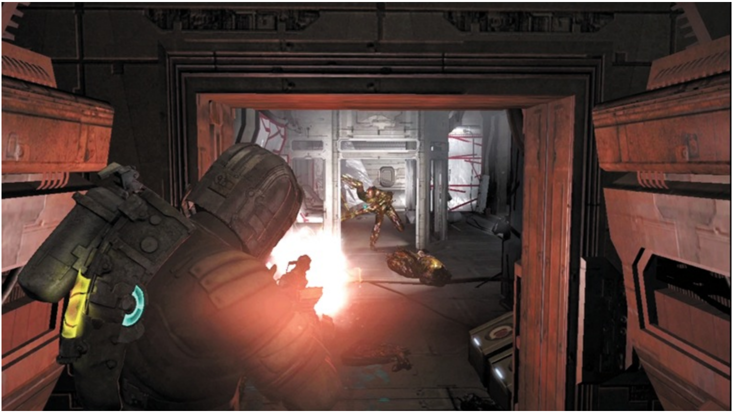
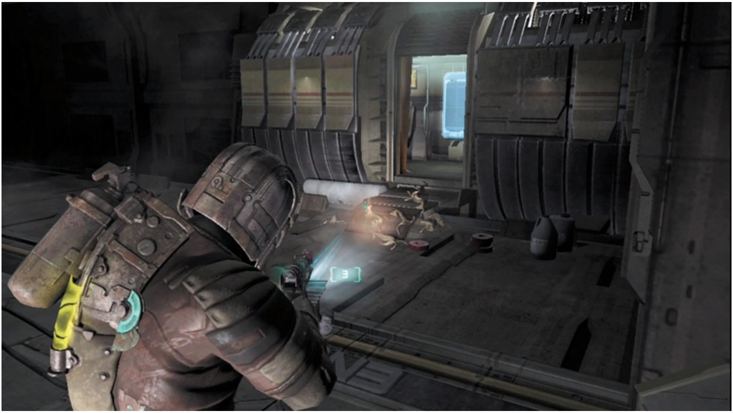


When you exit the elevator, stop by the store to upload the schematic and save your progress at the save station. Next, follow the locator path through the corridor.



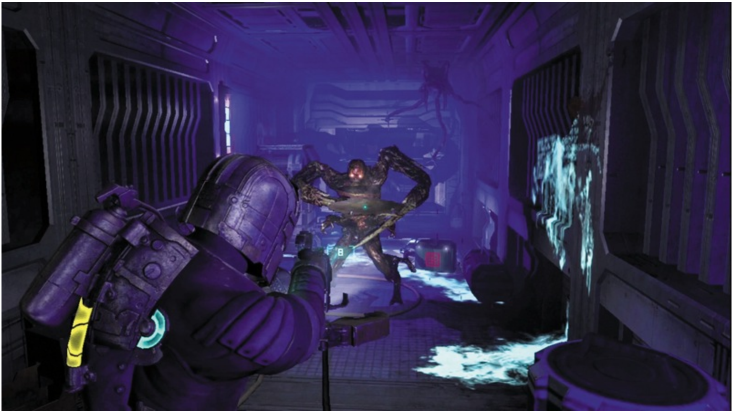
As you open the door to the platform, a Super Slasher comes rushing toward you. Hit it with stasis, and then kill it with the contact beam. A second Super Slasher comes out of the wall as well, so just repeat the same tactic to keep yourself alive.



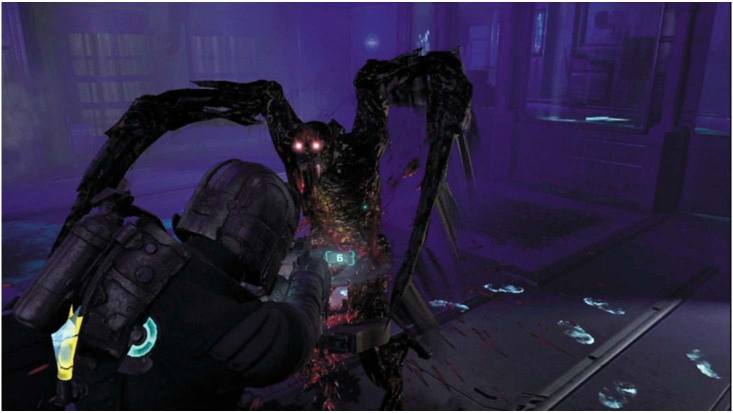
As you step out onto the platform toward a tram, be ready for a Slasher. Drop a mine in front of it and place one by the tram door to kill the Swarm that come crawling out. Once it is clear, climb into the tram and activate the blue console to get it moving. Ellie will call in and talk to you. However, there is an obstruction ahead so the tram stops at the medical deck.

Medical Deck

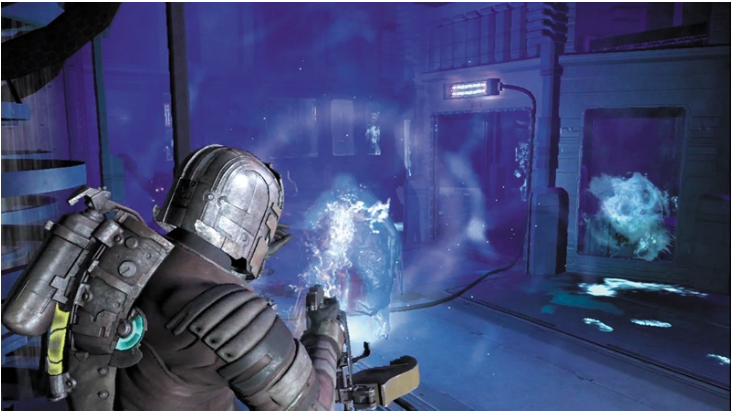
Step off the tram onto the medical deck, and search the area for some ammo and a container. Then head through the door and into some dark corridors with glowing fluid spilled everywhere.



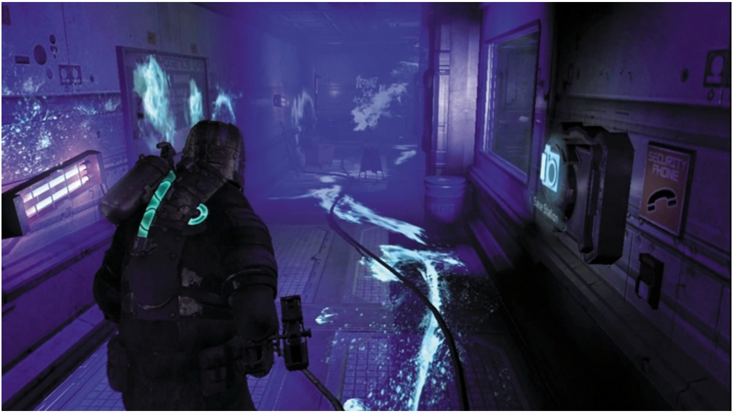
Deploy some mines far ahead of you in this corridor. A Super Slasher, a Puker, a Spitter, and a Lurker will come out of the ceiling and charge toward you. For those that get too close, use stasis on them as you back away and then shoot them with a higher-power weapon. At the corridor's end, go through the door.



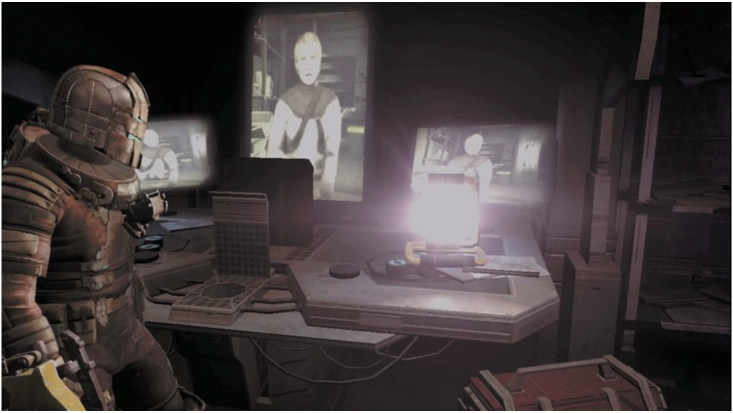
Pick up a stasis pack and a power node before passing through another door into a medical room. A Super Slasher attacks you here. Use stasis and then cut it with the ripper. Recharge your stasis at the stasis station and then hack a console to open a locked door.



Immediately after you complete the hack, you will be attacked by a Super Puker, a Super Slasher, and a Slasher. Hit the Super Puker with stasis and then start the slaughter. Kill them all and collect the goodies they drop.

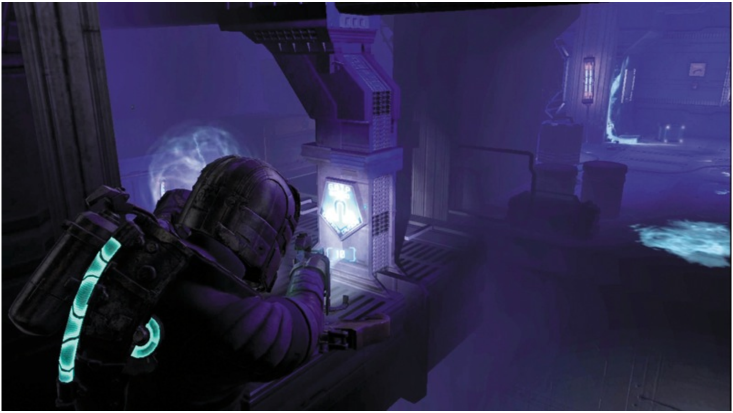


Go through the now-unlocked door and check some lockers. Then follow the corridor to its end to find some ammo. Return to the save station and record your progress before entering the next room.



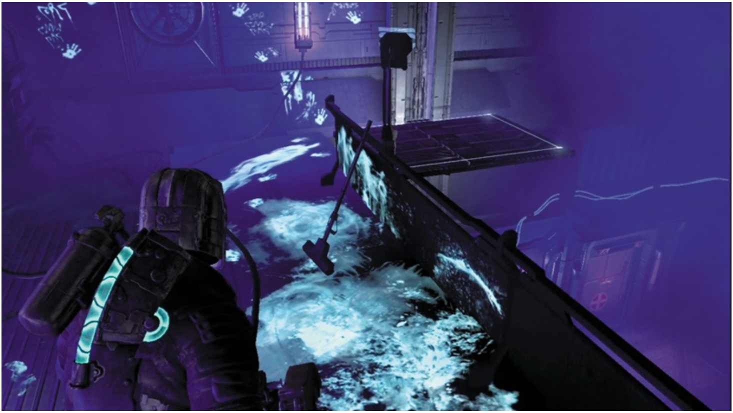
As you walk into the room, you hear a recording of Nicole playing. It's her final message to Isaac when she was still alive on the Ishimura. Grab some items here, including a power node, before exiting into a corridor. Follow it around to a cargo lift, stopping to stomp a container along the way.

Chemical Research Lab

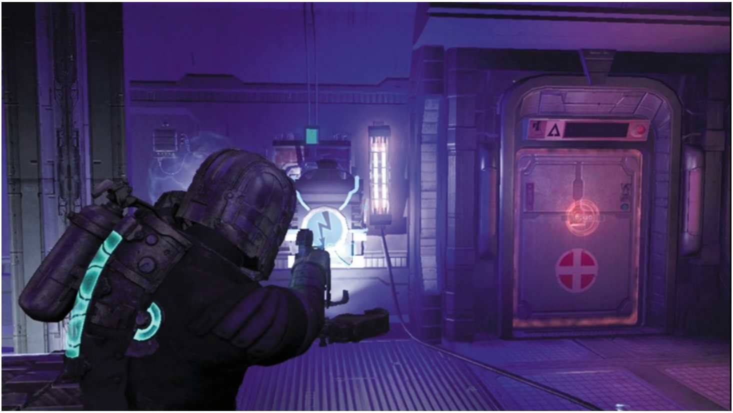


When you reach the next level, use kinesis to move some objects out of your way and advance around a corner and through a doorway. Continue until you get to a gap. Use kinesis on the GRIP icon to move a metal walkway into place so you can keep moving.

Recharge your stasis at the corridor's end if you need to, but watch out for a Lurker that jumps up from below. Kill the Lurker and then stomp on a couple containers for items.



Follow the locator to another gap in the pathway. You must go back and use kinesis to move the walkway to its original position. Advance to a cargo lift, grabbing some ammo as you go. Take the lift down to the lab's main floor.



Kill a couple Leapers that attack you, then head right into a small room where you find a container, ammo, and a power node. Exit the room and then use kinesis to remove a power cell from the socket in the wall. This will disable the electrical field in the middle of the room so you can move to the other side. Make sure you place the power cell close to the socket.

As you begin to advance, you will be attacked by a Slasher, some Leapers, and a couple Super Slashers. Run back to the power cell and place it in the socket. The electricity will turn back on and will deal out some serious damage to any Necromorphs caught in it.

Hit any remaining enemies with stasis and then kill them. On the room's other side is a workbench and a locked storage room. You need a power node to get in and retrieve some ammo and several health packs.

Exit the lab through a door on the side. Use the stasis station in the corridor and then advance through a door. Continue along another corridor where you can find some ammo. Then enter a room with a locker, a store, and a save station. When you're done, head through a corridor to another area.

Tram Tunnel

You emerge on a tram platform. This area is Zero-G, so things are floating around. Pick up some ammo and then press the Zero-G Launch button to start floating. After passing the first tram car, turn around to pick up a power node. Fly down the tunnel and shoot the Lurkers that come out to attack you. They are up high, down low, and on the sides of the tunnel.

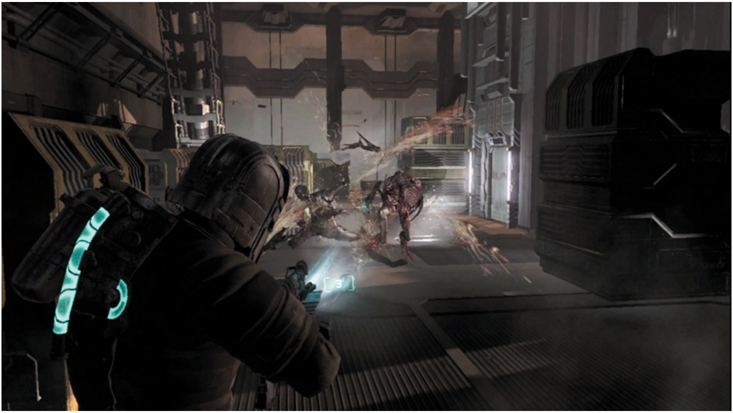
Keep going until you reach another platform. Land on it as you press the Zero-G Launch button again. Snag some ammo and search a couple lockers here before heading through the door to the bridge deck.

Bridge Deck

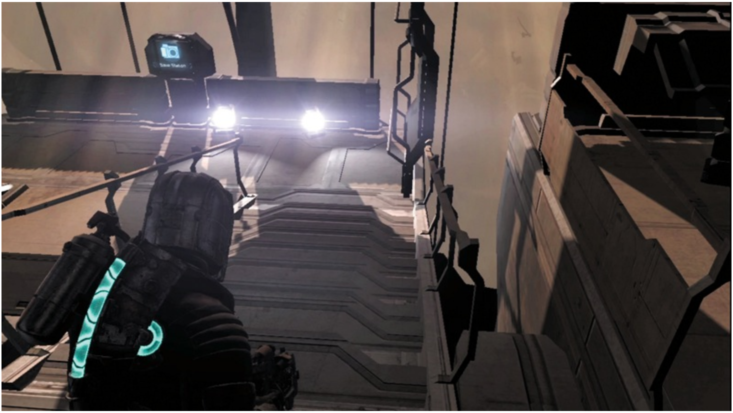
Activate the gravity tethers

Government Sector is still slipping away! I need to activate the gravity tethers to snare it and realign it with the Sprawl. That should give Ellie and Stross enough time to get across.

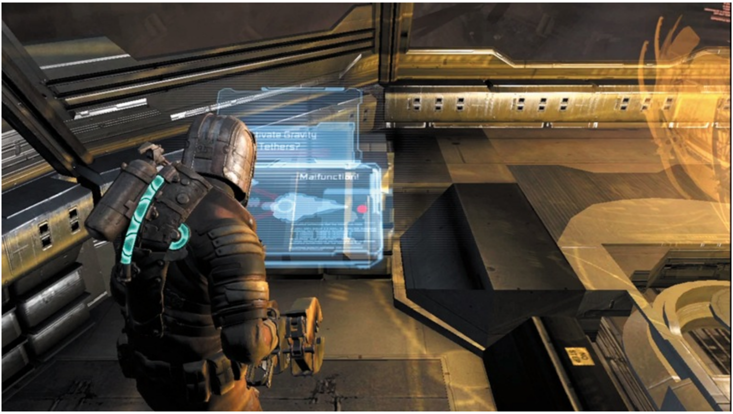
Advance along a corridor to the bridge. A Leaper and some Swarm will attack immediately when you enter. Quickly deploy some mines to stop them. A Super Stalker will also charge you. If a mine does not get it, hit the Stalker with stasis and then blast it with the contact beam.



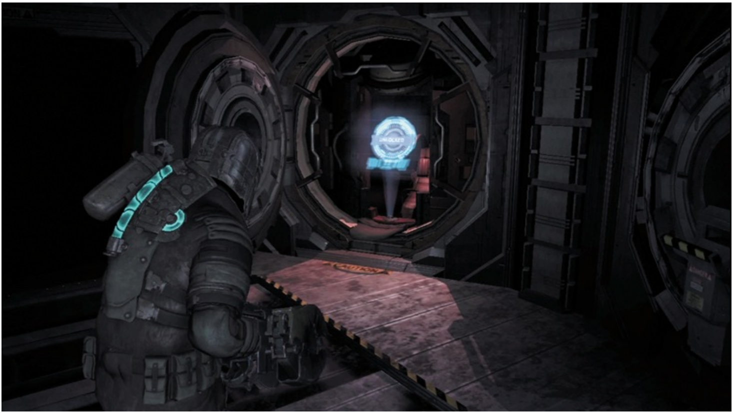
Keep deploying mines, especially to your left. There are still some Super Stalkers and Super Pukers on the bridge. Kill them and keep following the locator path.



You reach the stairs leading down to a save station. Record your progress there, then head down more stairs. Take a cargo lift down to the captain's command area.



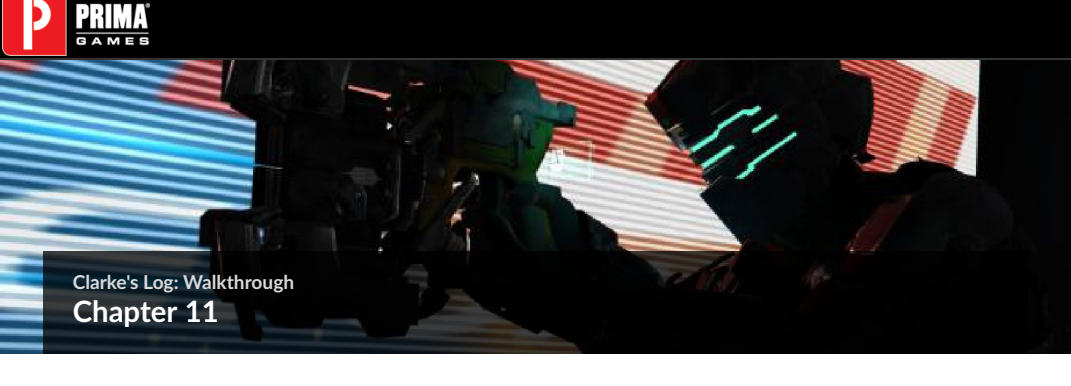
Once you are at the captain's controls, search a locker and move to the blue console. Activate the gravity tethers.



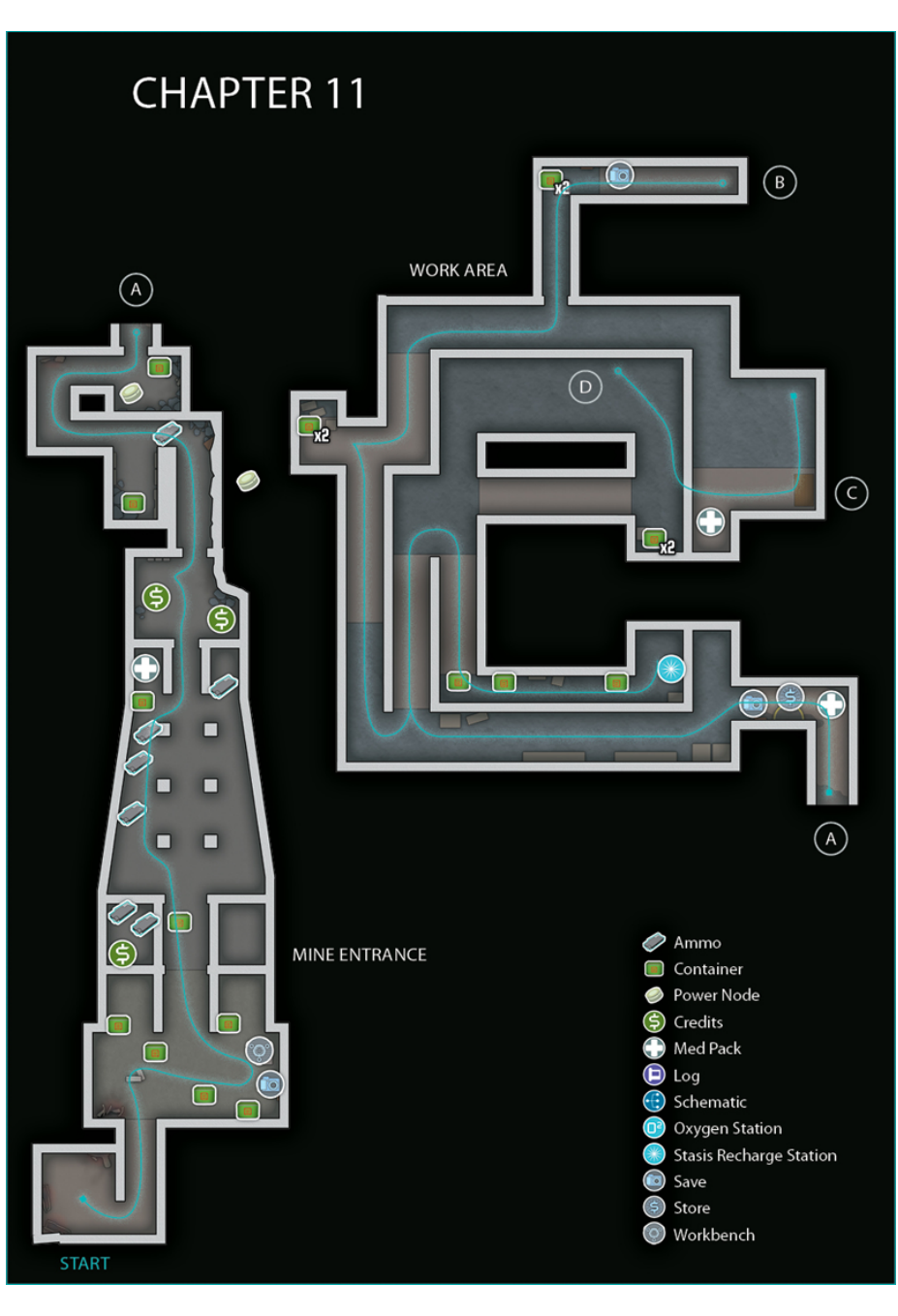
Now exit through the door and head for an escape pod. You have made it off the Ishimura; however, your pod takes some damage from all the debris in the area and you crash-land somewhere in the Sprawl.

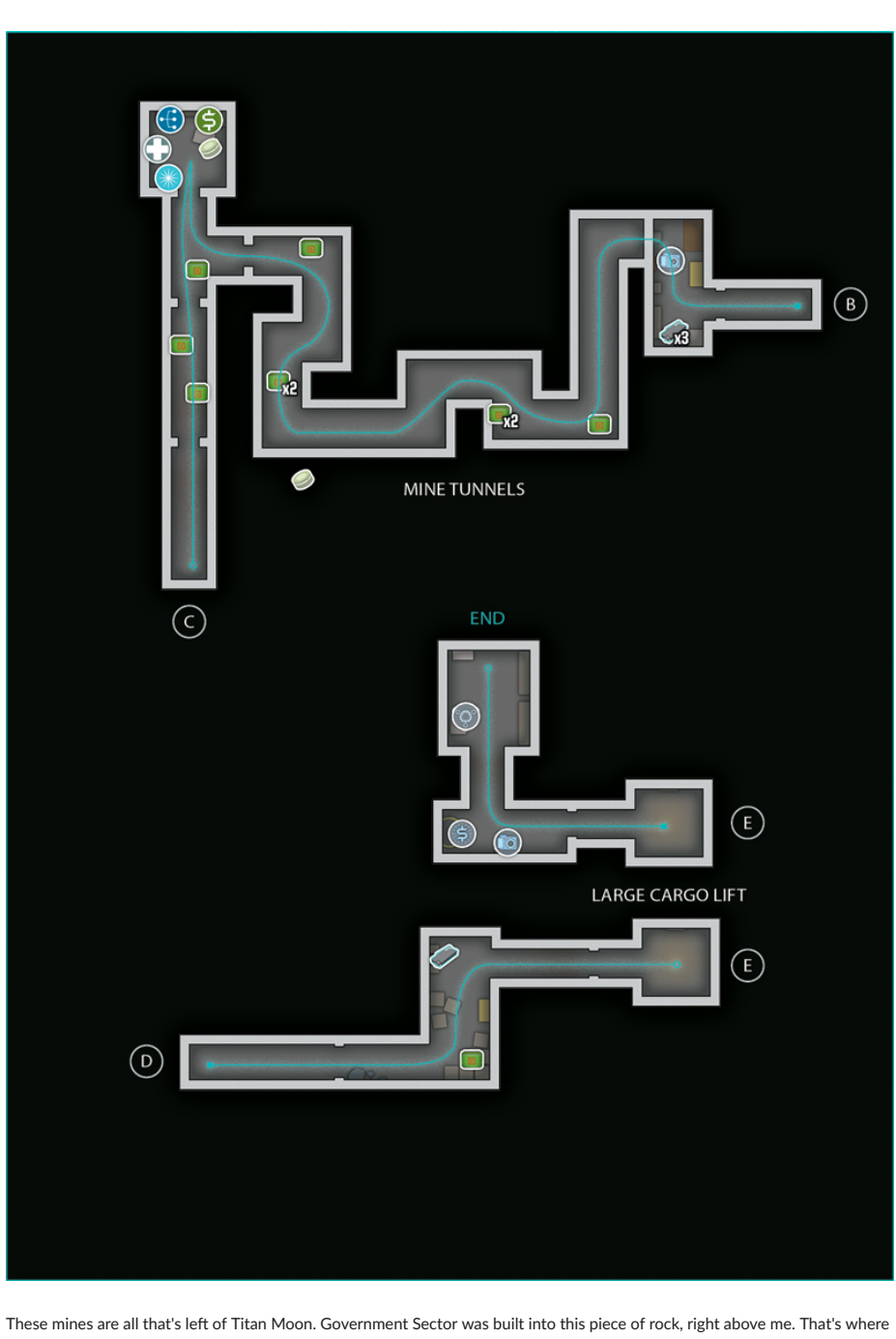
// Operation!

Once you have snared the Shard with the Ishimura, you will earn the Operation! Achievement/Trophy.



Chapter 11



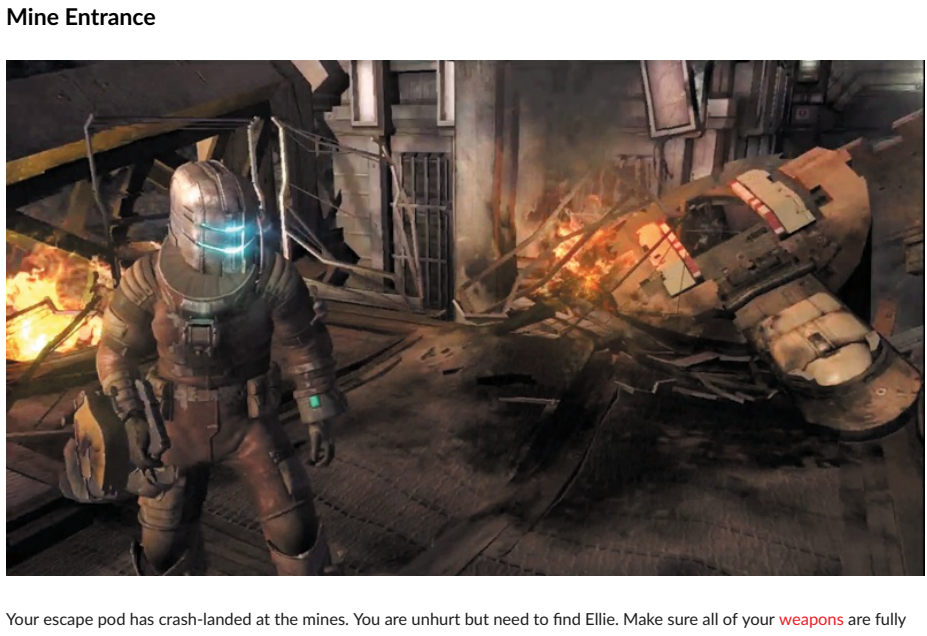


These mines are all that's left of Titan Moon. Government Sector was built into this piece of rock, right above me. That's where Tiedemann and the Marker are. That's where I need to go.

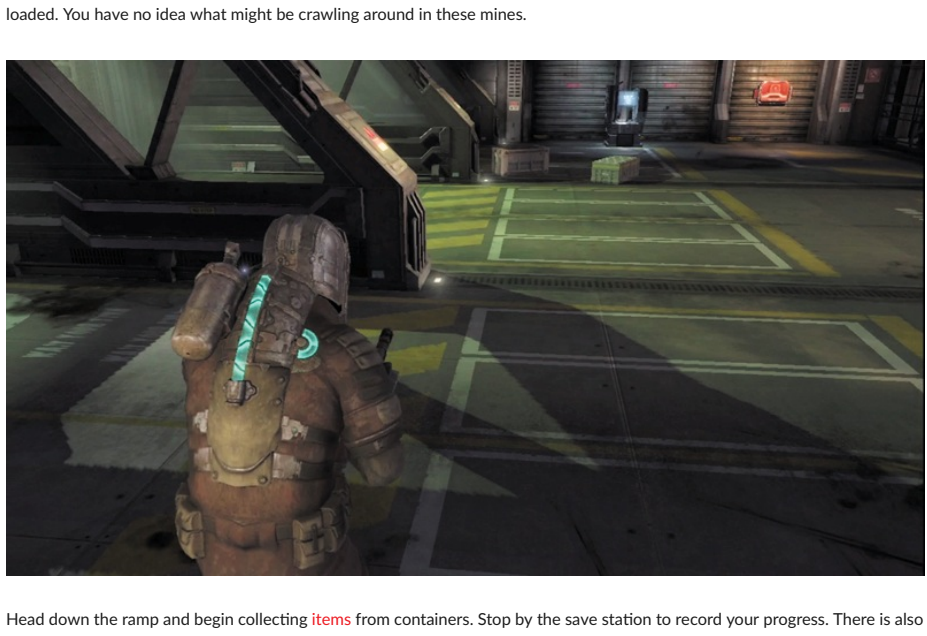
Reunite with Ellie

The transport carrying Ellie and Stross crashed before I landed here. I have to find Ellie—fast. Stross is slipping into a fragile mental state, and he might be dangerous to us all.

Mine Entrance



Your escape pod has crash-landed at the mines. You are unhurt but need to find Ellie. Make sure all of your weapons are fully loaded. You have no idea what might be crawling around in these mines.



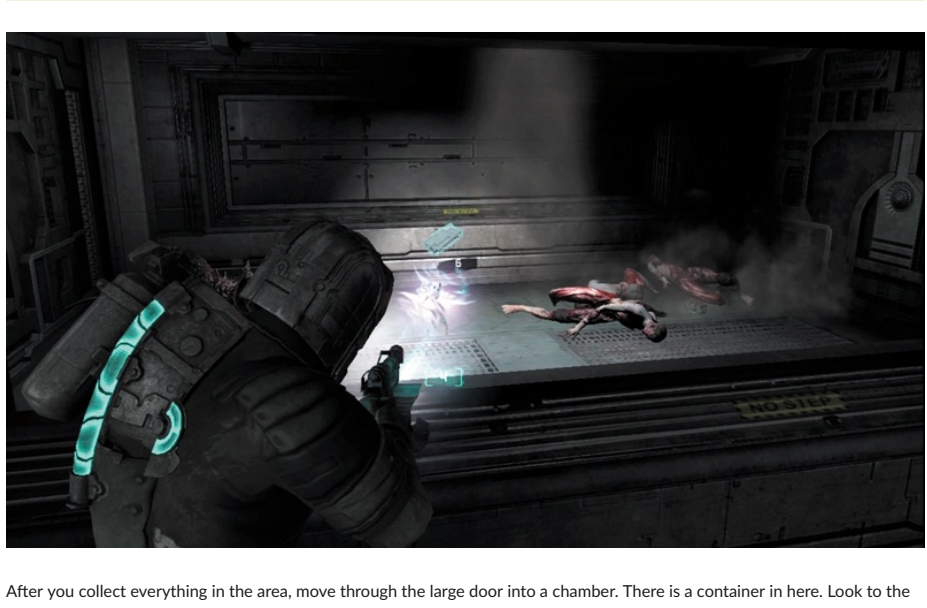
Head down the ramp and begin collecting items from containers. Stop by the save station to record your progress. There is also a workbench here where you can upgrade some of your items.

Issac's Log

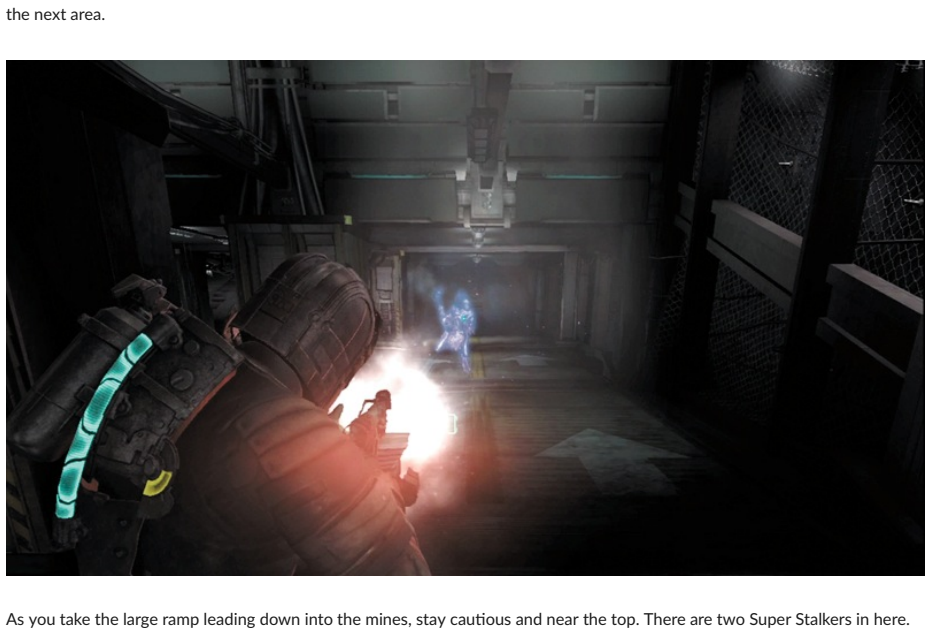
When I got to this workbench, I fully upgraded my stasis module. This tool was so important for fighting the more powerful and dangerous Necromorphs I now faced.

// Fully Outfitted

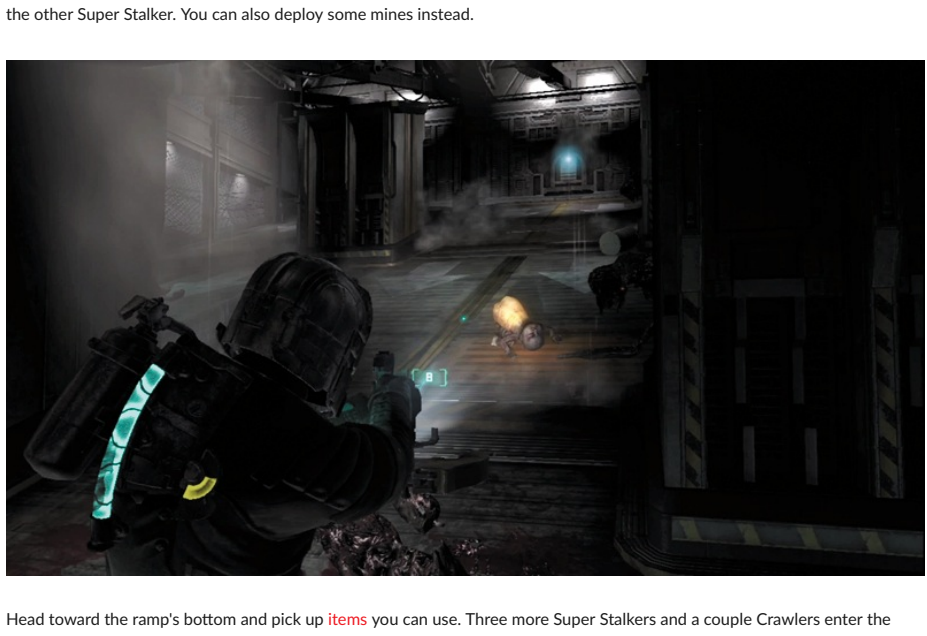
You can earn the Fully Outfitted Achievement/Trophy by completely upgrading both your RIG and your stasis.



After you collect everything in the area, move through the large door into a chamber. There is a container in here. Look to the chamber to the left. There are some corpses there and items. Use kinesis to pull them to you. Next, head through the door to the next area.



As you take the large ramp leading down into the mines, stay cautious and near the top. There are two Super Stalkers in here. When one of them charges, hit it with stasis and then kill it with a single shot from your contact beam. Use the same tactic on the other Super Stalker. You can also deploy some mines instead.

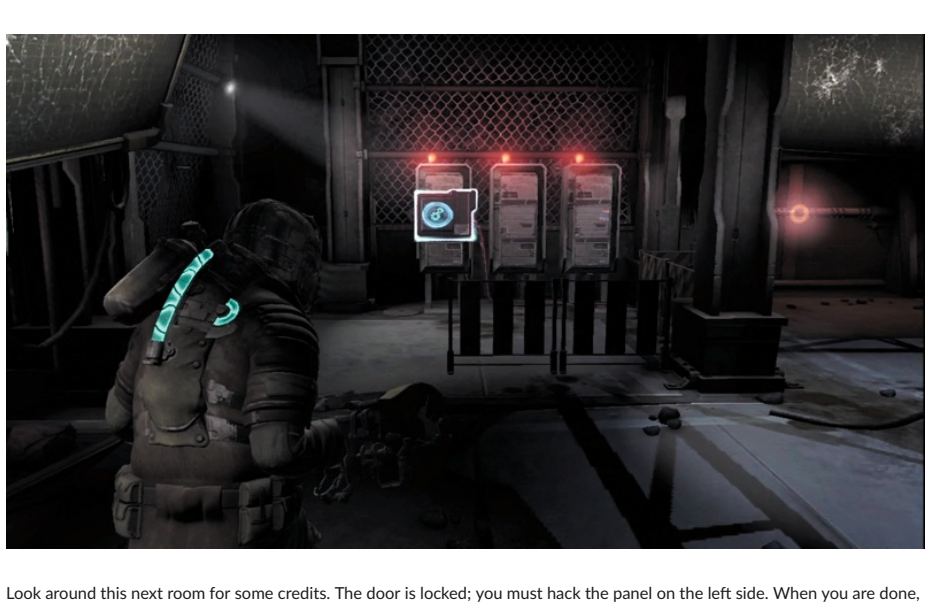


Head toward the ramp's bottom and pick up items you can use. Three more Super Stalkers and a couple Crawlers enter the area. Move into one of the chambers at the ramp's bottom and get ready for the Super Stalkers to charge. Use stasis to slow them down so you can kill them more easily. You can also deploy mines in front of you; they must cross these to reach you.

After you kill the Super Stalkers, deal with the Crawlers; you can use the Crawlers to damage the Super Stalkers, either by shooting them when a Super Stalker is nearby or by shooting off the heads and using kinesis to launch the yellow sacks. Then exit this area through the middle chamber at the ramp's bottom.

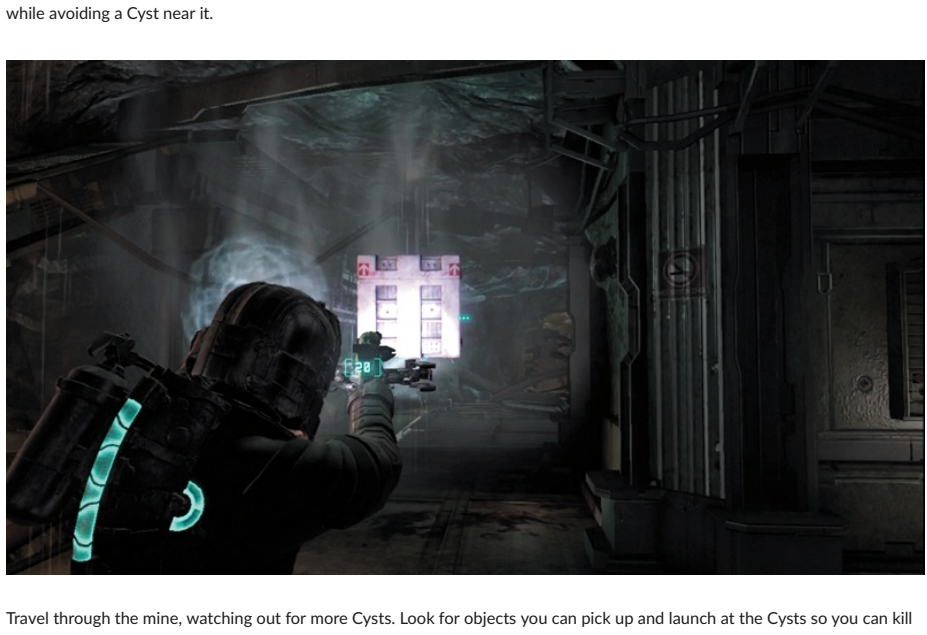
Note

The chamber on the right contains several metal rods that you can use as weapons with kinesis. This is a good spot to hole up while awaiting the Super Stalker attack.

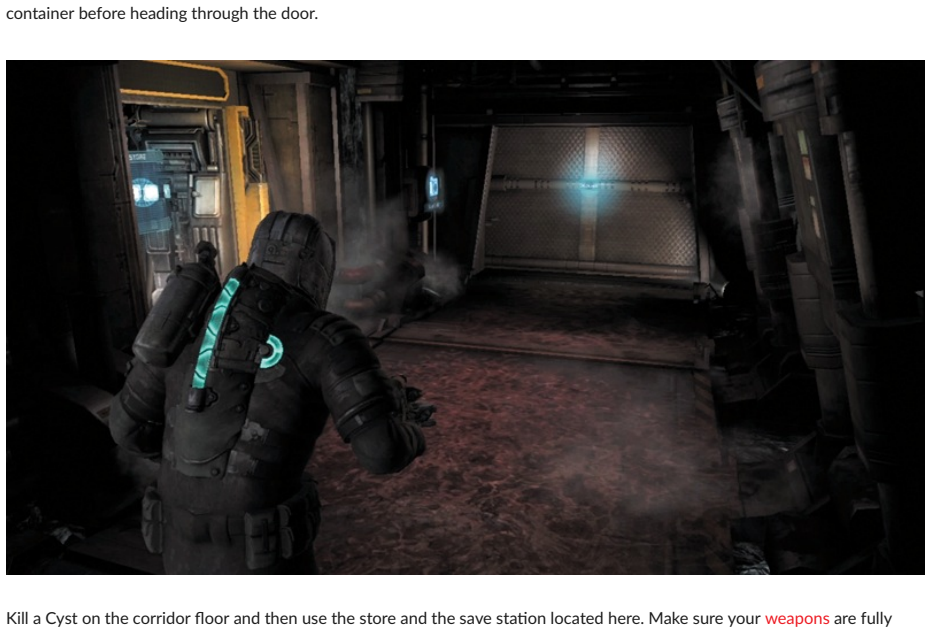


Look around this next room for some credits. The door is locked; you must hack the panel on the left side. When you are done, head through the door into a mine chamber.

Look to the right and shoot at a green container across the chasm to release a power node. Use kinesis to retrieve it. You can hear the grunting of Cysts here, so advance with caution. Go left at the corner and shoot another container to get some ammo while avoiding a Cyst near it.

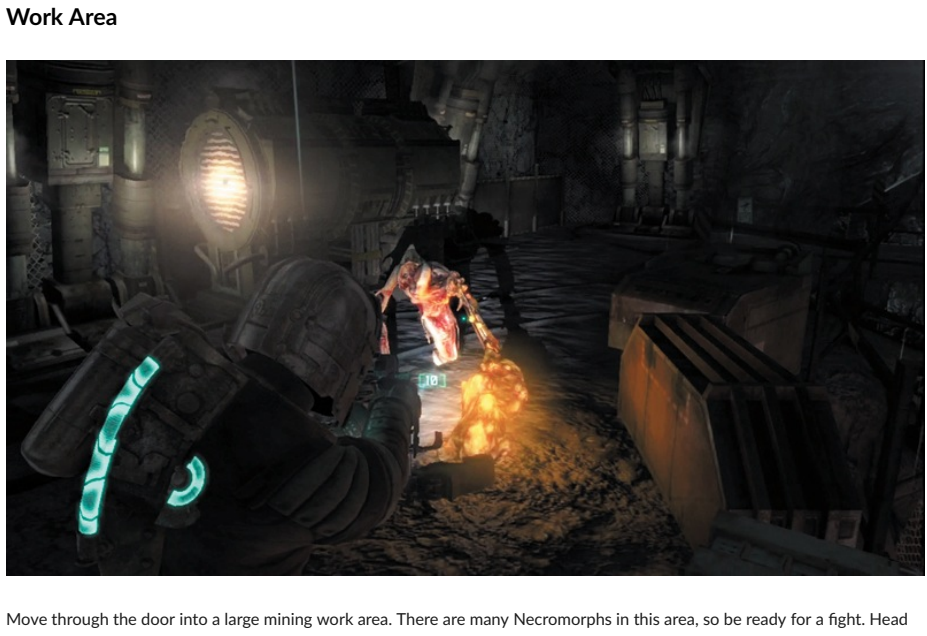


Travel through the mine, watching out for more Cysts. Look for objects you can pick up and launch at the Cysts so you can kill them while also saving ammo. When you reach the shaft's end, get a power node from a circuit box and an item from a container before heading through the door.



Kill a Cyst on the corridor floor and then use the store and the save station located here. Make sure your weapons are fully loaded before leaving this area.

Work Area

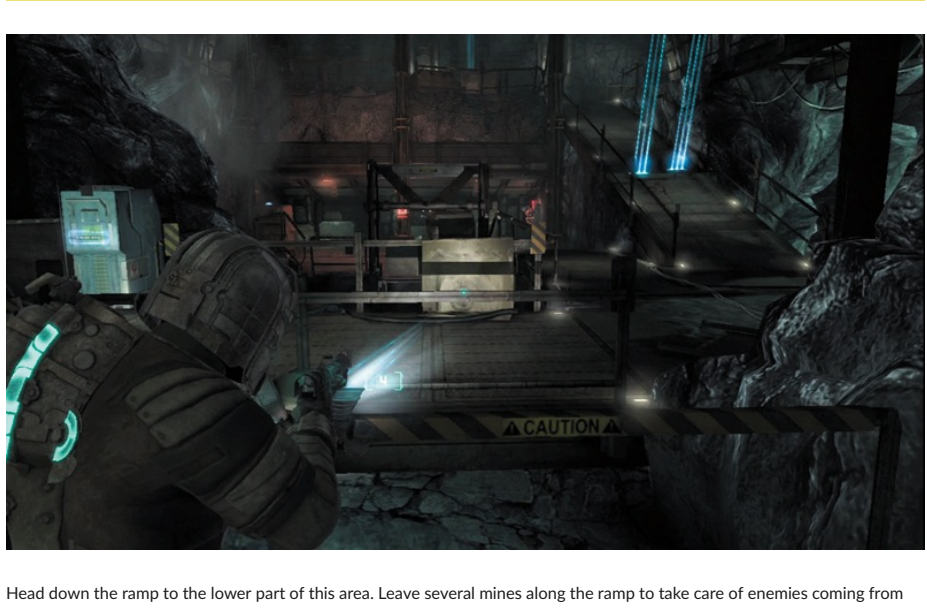


Move through the door into a large mining work area. There are many Necromorphs in this area, so be ready for a fight. Head left and watch out for an Exploder and a Super Slasher.

Issac's Log

The Necromorphs were all over the work area. I used a lot of detonator mines in here. As I advanced, I placed several mines behind me so enemies could not sneak up on me. If I heard the mines detonate, I looked behind me to check for anything that survived.

I also deployed mines in front of me to deal with any charging Necromorphs. When I reached the mines, I deactivated them and picked them up. The mines did not kill all of the enemies, but they sure helped.



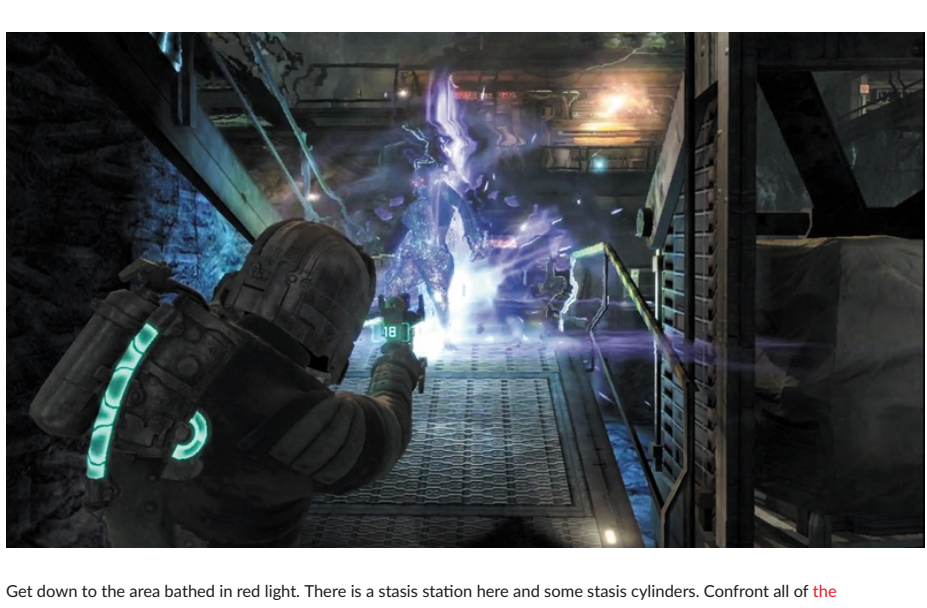
Head down the ramp to the lower part of this area. Leave several mines along the ramp to take care of enemies coming from that direction.

The Super Pukers are one of the biggest threats here, since they can attack from a distance. Save your stasis for them. When you see one, hit it with stasis and then shoot off its limbs or blast it with the contact beam.

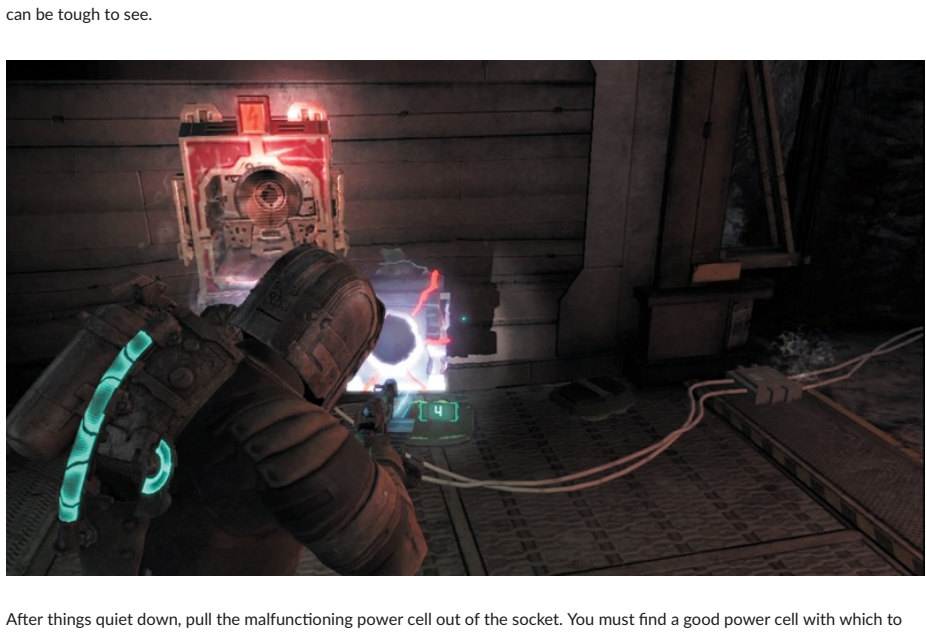
Move forward slowly, killing whatever Necromorphs attack before proceeding. This is an easy room in which to become surrounded and overwhelmed.

Note

There are a few explosive cylinders on the upper part of this area, on the opposite side from where you enter. Race across the upper walkway, past the locked door (remember this door for later), to retrieve these cylinders. Use them to kill many of the Necromorphs that come after you.



Get down to the area bathed in red light. There is a stasis station here and some stasis cylinders. Confront all of the Necromorphs that come after you. Don't forget to deploy some mines. Also watch out for Lurkers hiding in dark corners; they can be tough to see.

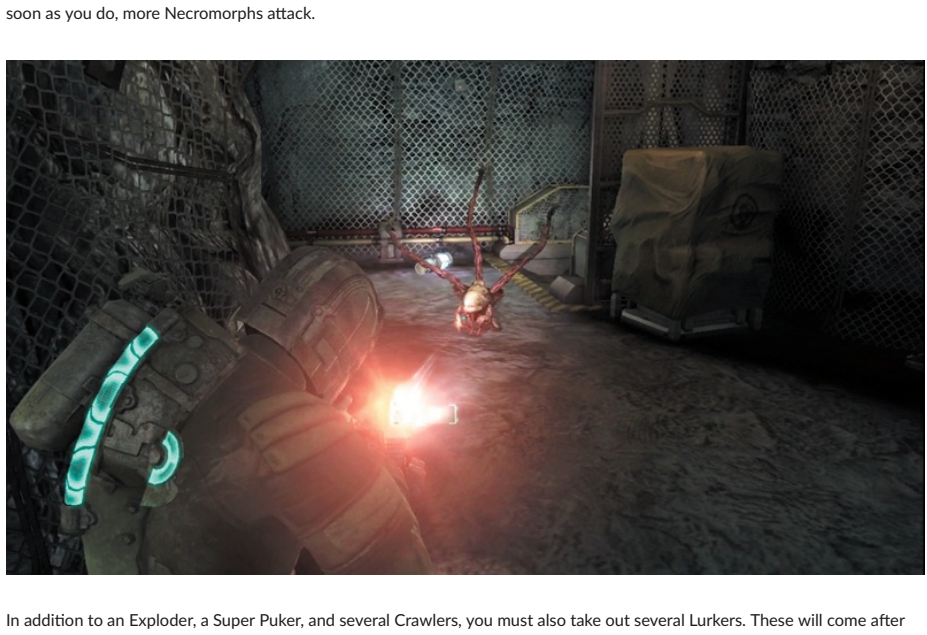


After things quiet down, pull the malfunctioning power cell out of the socket. You must find a good power cell with which to open the locked door that leads out of here.

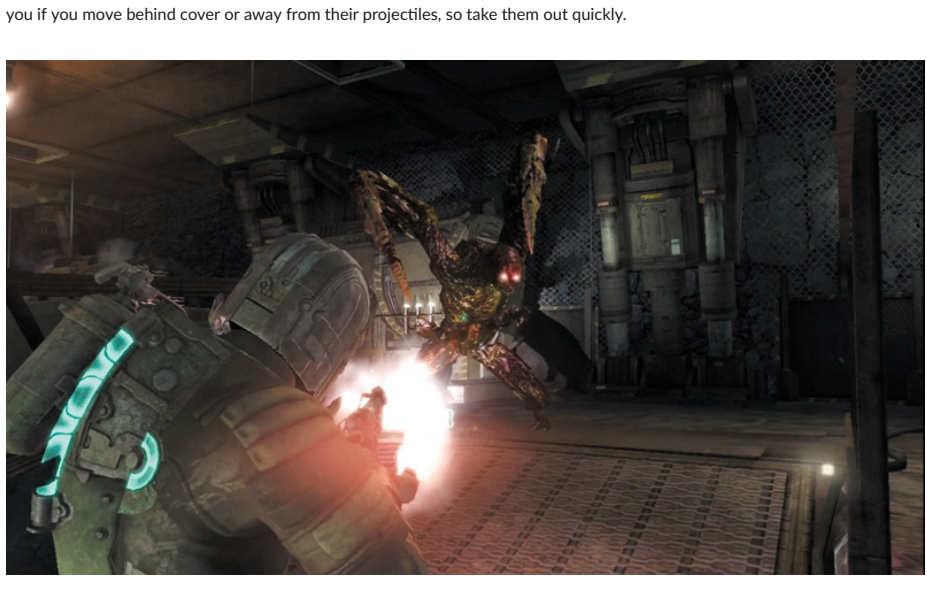
Note

Before you replace the power cell, walk around the area and get items from the containers scattered about.

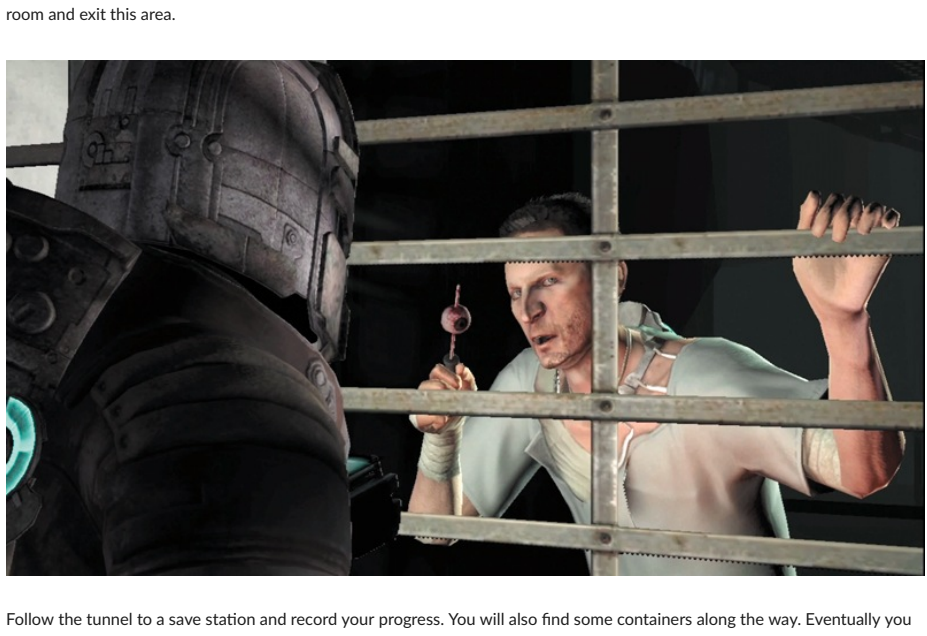
Move toward the short bridge and open a metallic box to find a good power cell. Bring it back to the socket and insert it. As soon as you do, more Necromorphs attack.



In addition to an Exploder, a Super Puker, and several Crawlers, you must also take out several Lurkers. These will come after you if you move behind cover or away from their projectiles, so take them out quickly.

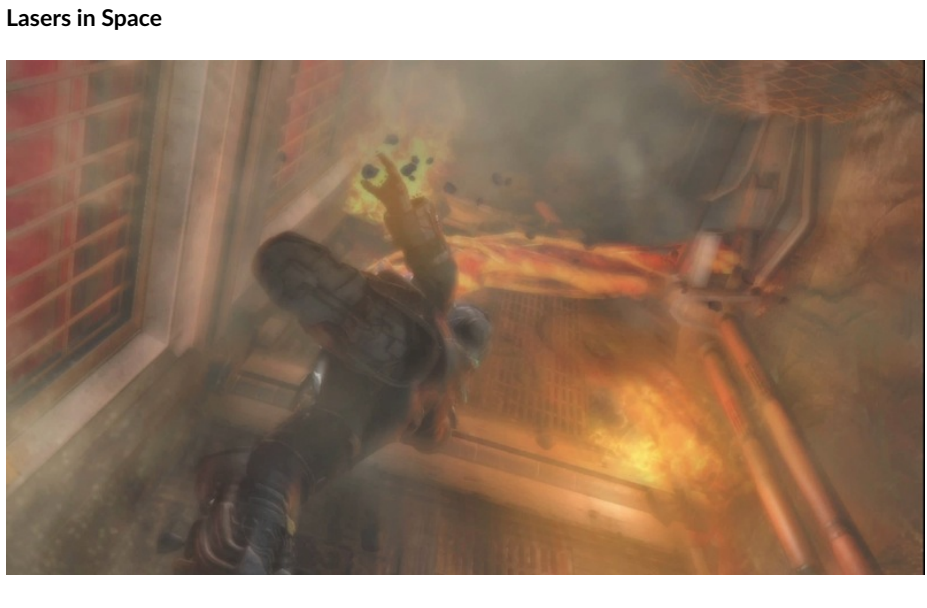


Head up the ramp and be ready for a Super Slasher at the top. Continue across the upper walkway, deploying mines behind you to slow down another Super Slasher and a Puker that are following you. Find the door leading to the thermal scanning room and exit this area.

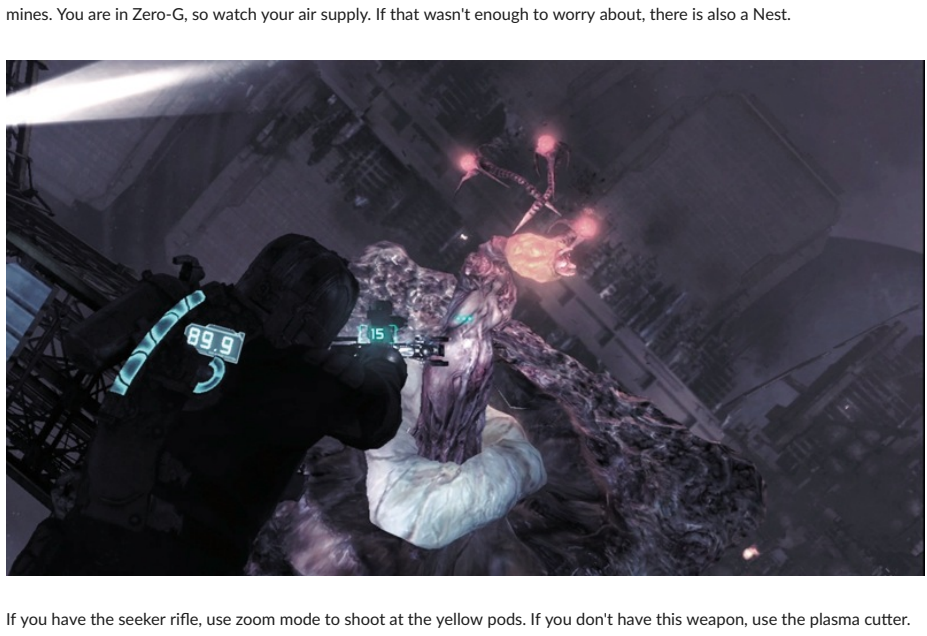


Follow the tunnel to a save station and record your progress. You will also find some containers along the way. Eventually you come across Stross and Ellie. Stross attacked Ellie and now Ellie is fighting back. Before you can do anything, a metal door closes and separates you from them again. Keep moving to the next door and pass through it.

Lasers in Space

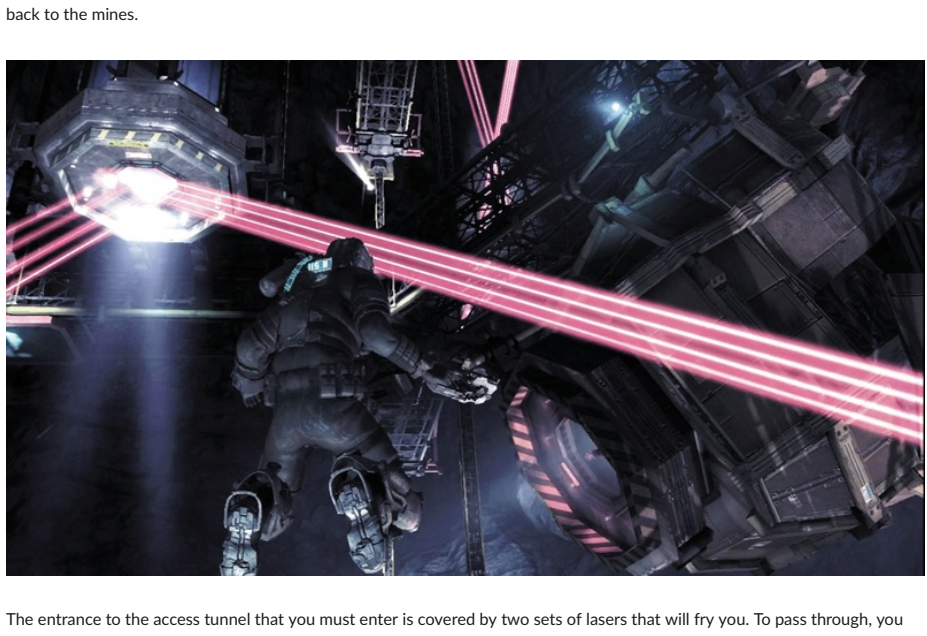


As you move forward, a long tentacle reaches out from a side tunnel and pulls you through it, out into the space above the mines. You are in Zero-G, so watch your air supply. If that wasn't enough to worry about, there is also a Nest.

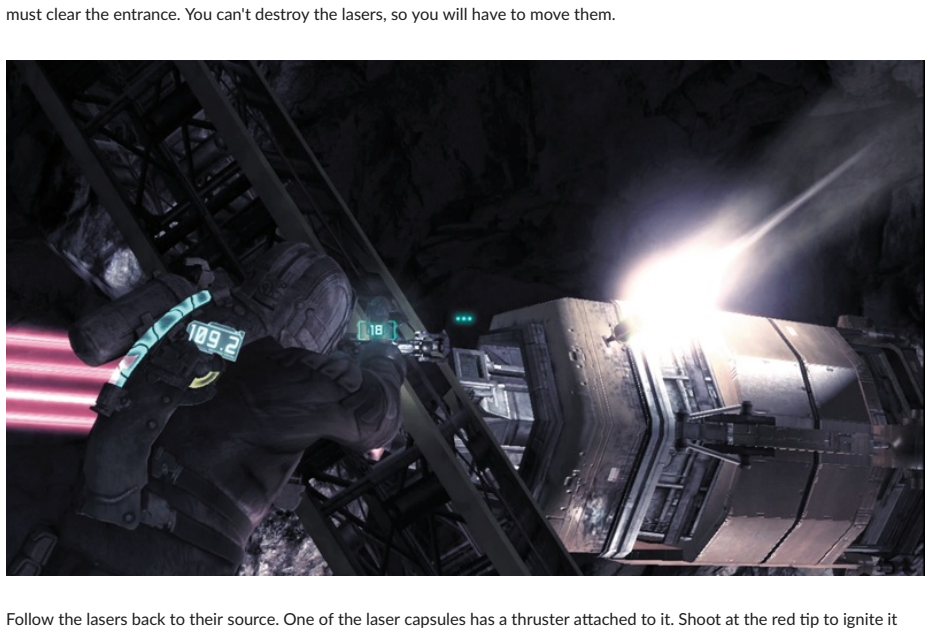


If you have the seeker rifle, use zoom mode to shoot at the yellow pods. If you don't have this weapon, use the plasma cutter. Dodge the projectiles it launches at you and then take your shots. After you destroy all three yellow pods, the Nest is dead.

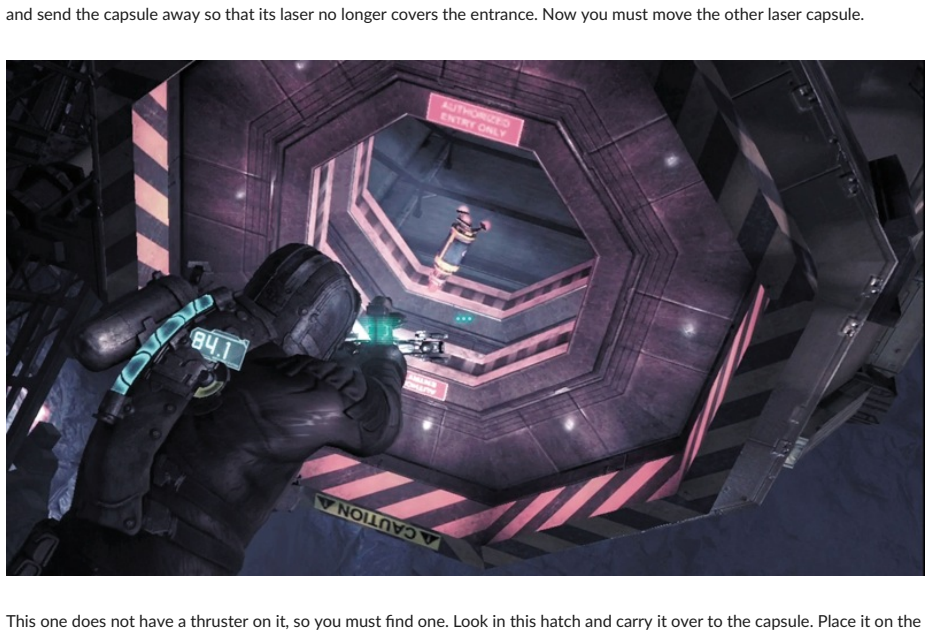
Your next priority is getting more air. Locate an oxygen station and fill up your supply. Then use the locator to find your way back to the mines.



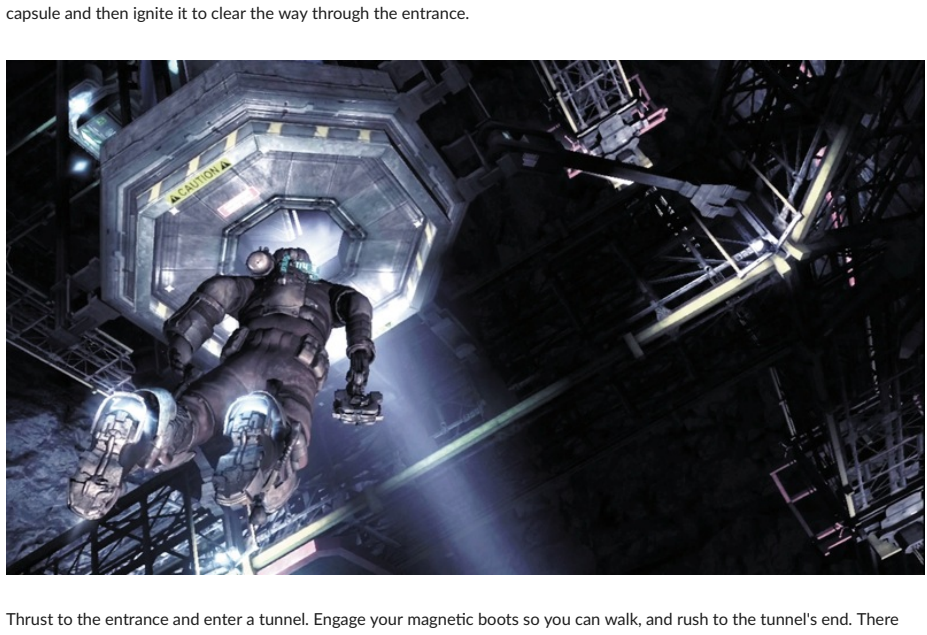
The entrance to the access tunnel that you must enter is covered by two sets of lasers that will fry you. To pass through, you must clear the entrance. You can't destroy the lasers, so you will have to move them.



Follow the lasers back to their source. One of the laser capsules has a thruster attached to it. Shoot at the red tip to ignite it and send the capsule away so that its laser no longer covers the entrance. Now you must move the other laser capsule.



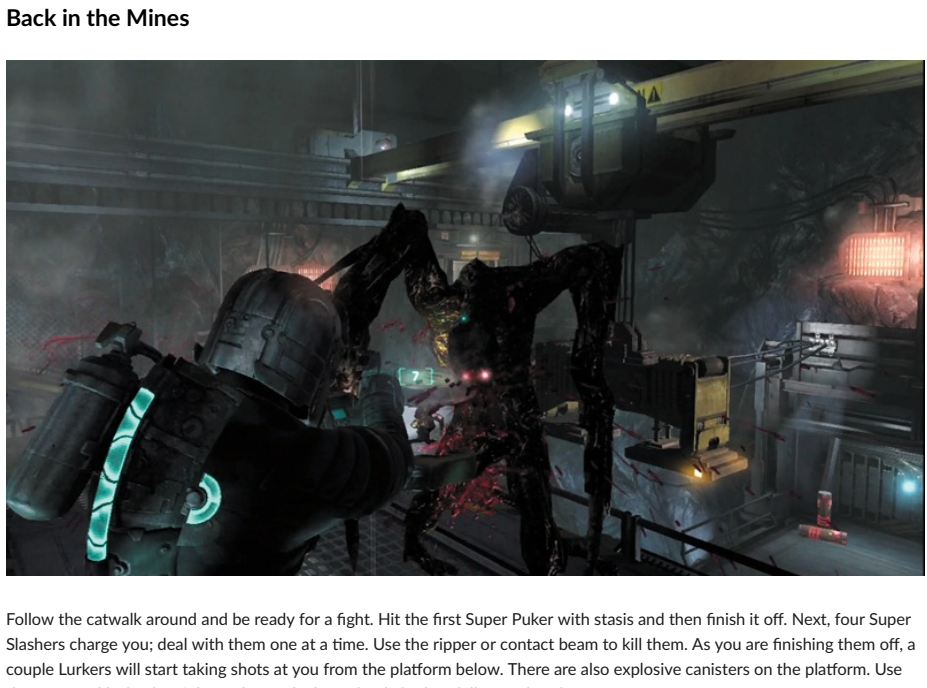
This one does not have a thruster on it, so you must find one. Look in this hatch and carry it over to the capsule. Place it on the capsule and then ignite it to clear the way through the entrance.



Thrust to the entrance and enter a tunnel. Engage your magnetic boots so you can walk, and rush to the tunnel's end. There are Cysts inside. Just run past them; they will miss you and you won't have to waste ammo killing them. At the tunnel's end, use the oxygen station and head through the door.

There are more Cysts in the next tunnel. Shoot the one closest to the door; this causes a chain reaction that will kill all the others. You can also use the floating corpses to trigger the cysts. Then continue through a couple more doors to return to the mines and an area with atmosphere. Ellie contacts you again. Use the save station and then climb onto the cargo lift and take it up. Make sure all of your weapons are fully loaded.

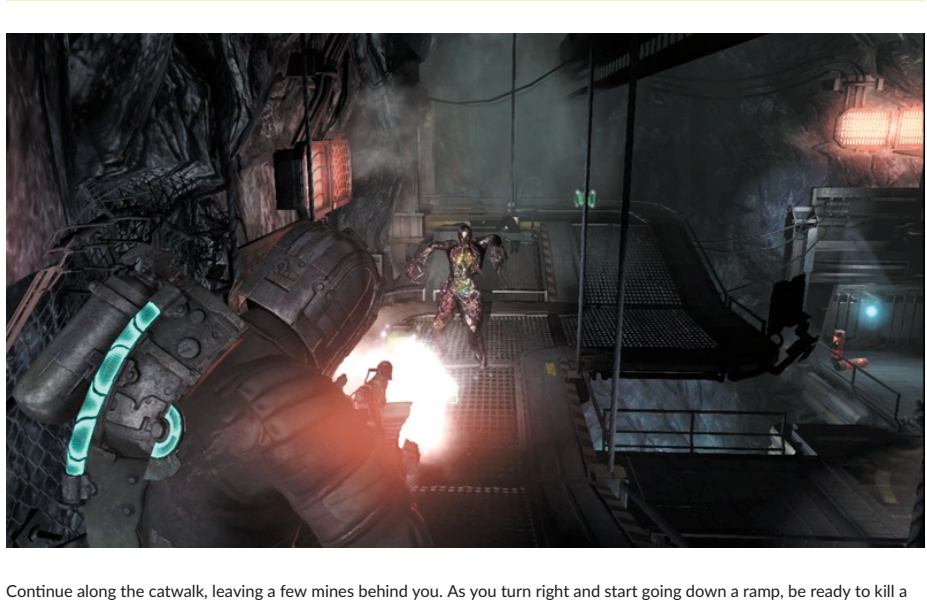
Back in the Mines



Follow the catwalk around and be ready for a fight. Hit the first Super Puker with stasis and then finish it off. Next, four Super Slashers charge you; deal with them one at a time. Use the ripper or contact beam to kill them. As you are finishing them off, a couple Lurkers will start taking shots at you from the platform below. There are also explosive canisters on the platform. Use them to quickly finish off the Lurkers, which can be difficult to kill from that distance.

Issac's Log

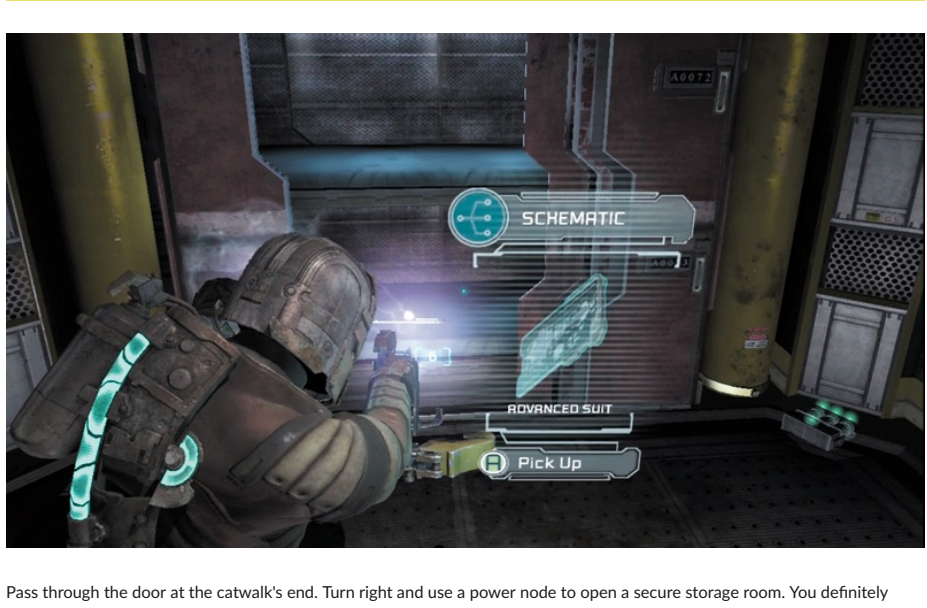
As I looked down from the catwalks, I saw several explosive cylinders below. I grabbed one with kinesis and carried it around. When a Super Puker appeared in front of me, I launched the cylinder and blew it up.



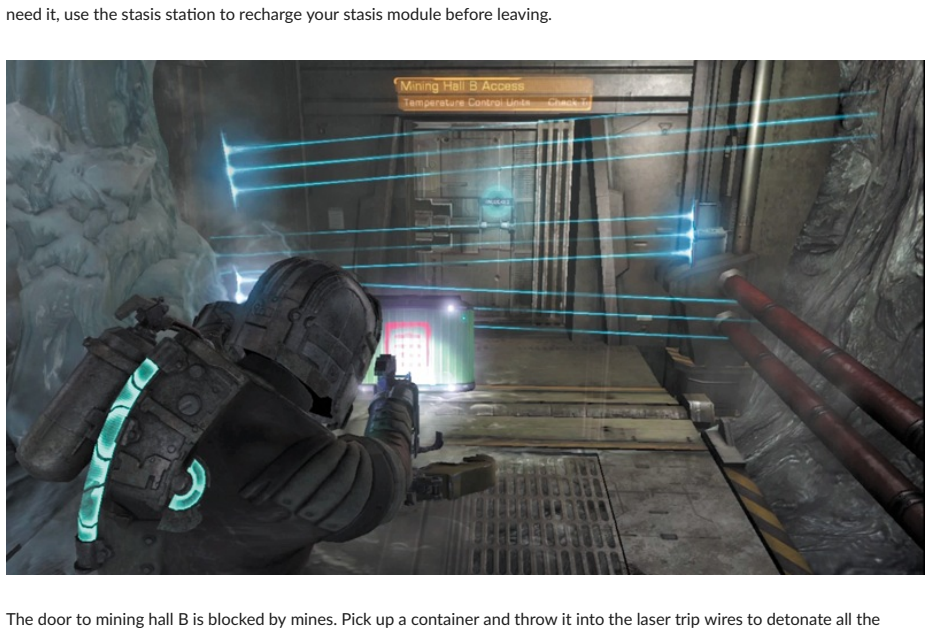
Continue along the catwalk, leaving a few mines behind you. As you turn right and start going down a ramp, be ready to kill a Super Puker that rises from the ground. It is immediately followed by a Super Slasher behind it, and then one comes up behind you.

Note

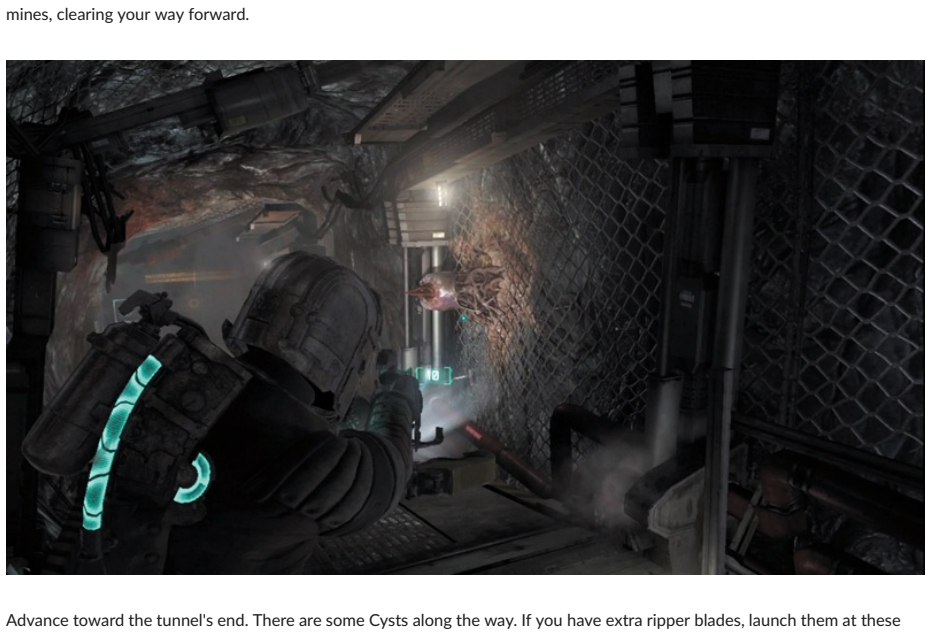
Look off to the catwalk's left for a purple light in the nets. Then use kinesis to pull a power node to you.



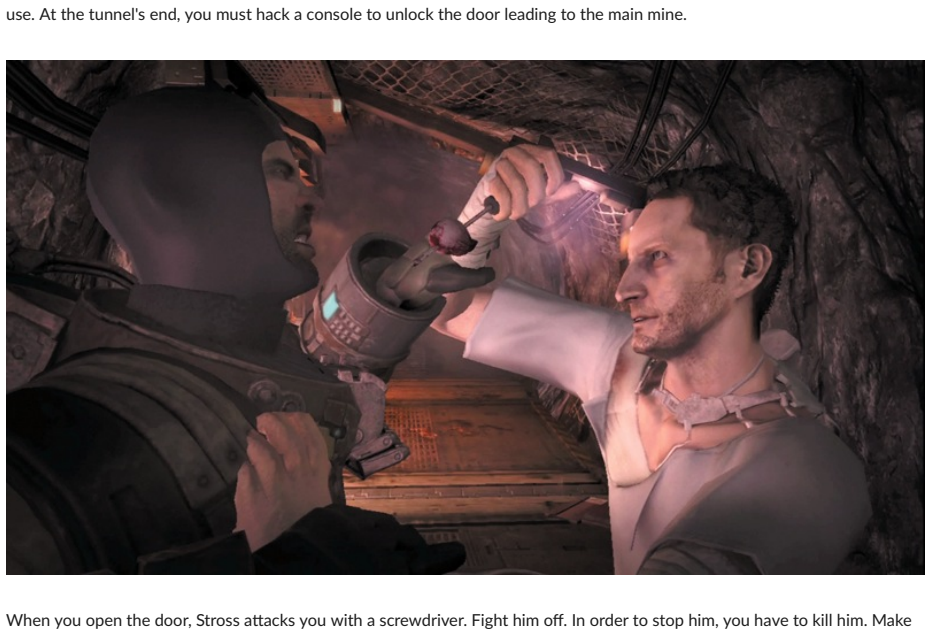
Pass through the door at the catwalk's end. Turn right and use a power node to open a secure storage room. You definitely want to go inside here. In addition to a semiconductor and other items, you can get the schematic for the advanced suit. If you need it, use the stasis station to recharge your stasis module before leaving.



The door to mining hall B is blocked by mines. Pick up a container and throw it into the laser trip wires to detonate all the mines, clearing your way forward.



Advance toward the tunnel's end. There are some Cysts along the way. If you have extra ripper blades, launch them at these enemies using the ripper's alt-fire. One blade will do the job. There are also some crates toward the tunnel's end that you can use. At the tunnel's end, you must hack a console to unlock the door leading to the main mine.

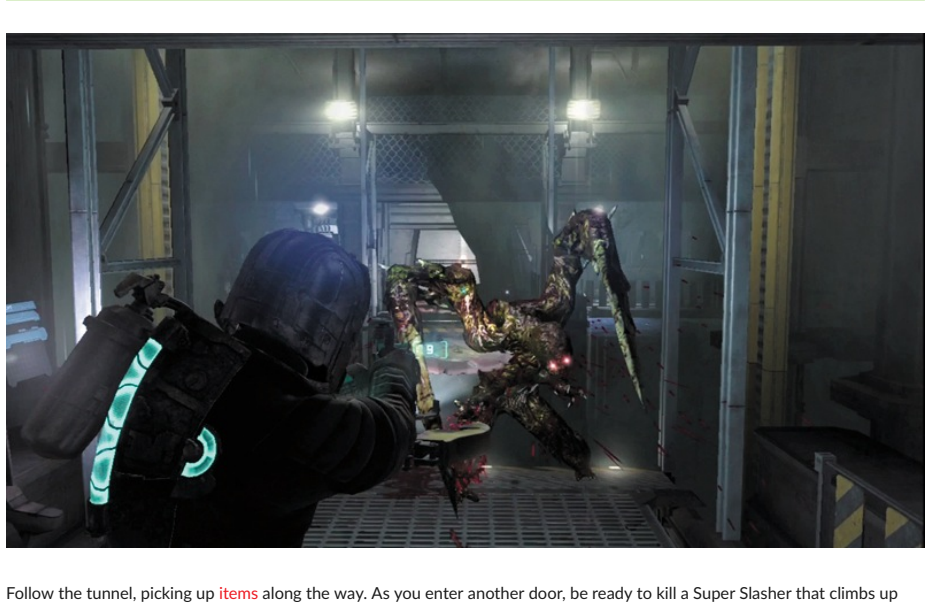


When you open the door, Stross attacks you with a screwdriver. Fight him off. In order to stop him, you have to kill him. Make sure you stomp on his corpse to reveal an audio log. Go through the door, into the large area where you had to fight all the Necromorphs earlier. Take the cargo lift to the lower level and follow the locator path to the door to the exploration mine.

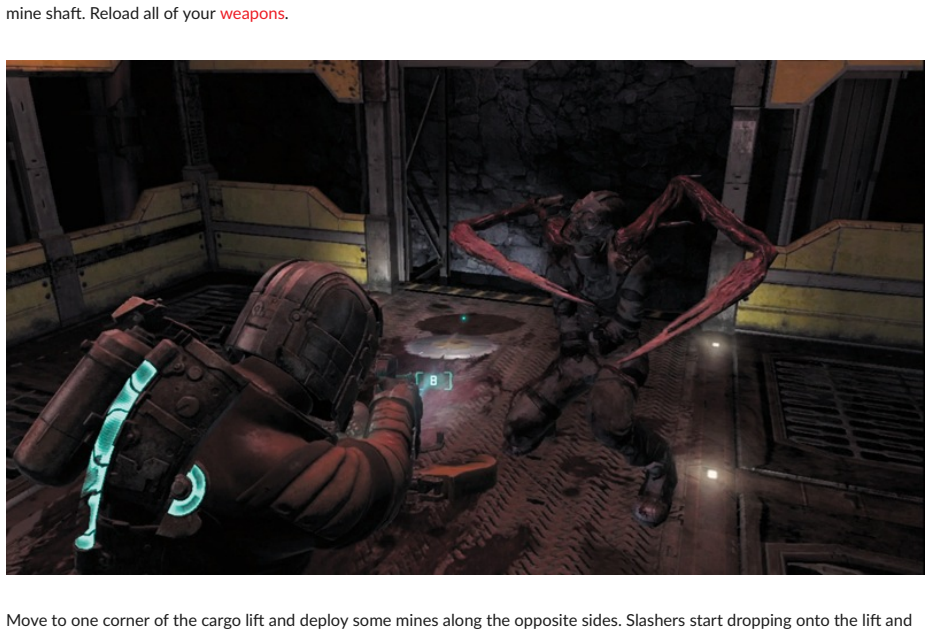
// Audio Log: I Could Never Hurt You

Alexis, if you get this, I love you. I would never do anything to hurt you, or our son. Why...why are you so mad at me? I keep trying to call you; they won't let me. (Beat) After the sessions, I keep seeing you, but...you're so mad, so...angry. You're scaring me. I want you to stop.

Just please come find me if you get this, and get me out of here. (Starts to break down) I can't remember your face. What's happening to me? (Crying so you can't make out last lines) Please come get me...



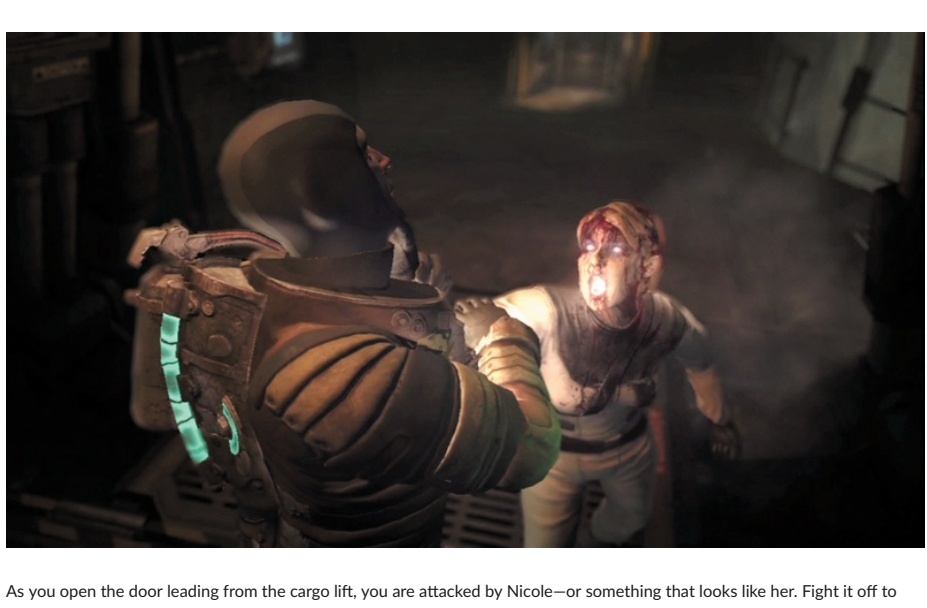
Follow the tunnel, picking up items along the way. As you enter another door, be ready to kill a Super Slasher that climbs up from below. Once it is dead, take the cargo lift up to a much larger cargo lift and activate the controls to begin rising out of the mine shaft. Reload all of your weapons.



Move to one corner of the cargo lift and deploy some mines along the opposite sides. Slashers start dropping onto the lift and attacking you. Have the ripper ready to cut into them as they come at you. Since they drop along the sides, not the corners, just sweep back and forth from your corner to kill those that were not blown up by your mines. When you reach the top, pick up all of the items dropped by the Slashers and then exit the cargo lift.

Issac's Log

As the Slashers kept coming, I decided to use them against themselves. Using kinesis, I pulled spikes from dead Slashers and launched them at the ones attacking me. It saved ammo and just felt satisfying.



As you open the door leading from the cargo lift, you are attacked by Nicole—or something that looks like her. Fight it off to survive. Once the hallucination is over, head to the store, upload the schematic for the advanced suit, and purchase it. After you exit the store, stop by the save station.

Issac's Log

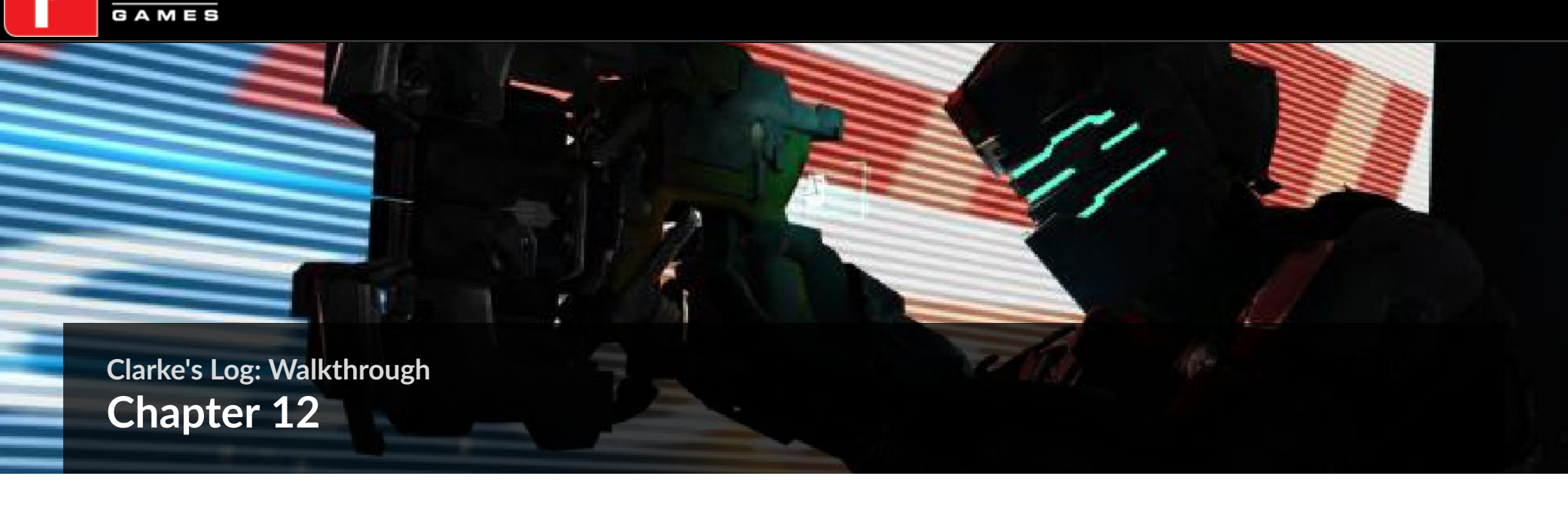
The advanced suit is worth every credit you pay for it. It bumps up your inventory to 25 slots and increases your armor to 20 percent. It also provides a stasis bonus—your recharge time for the stasis module is reduced by 10 percent.

// Looking Good

Purchase the advanced suit and you will be rewarded with the Looking Good Achievement/Trophy.

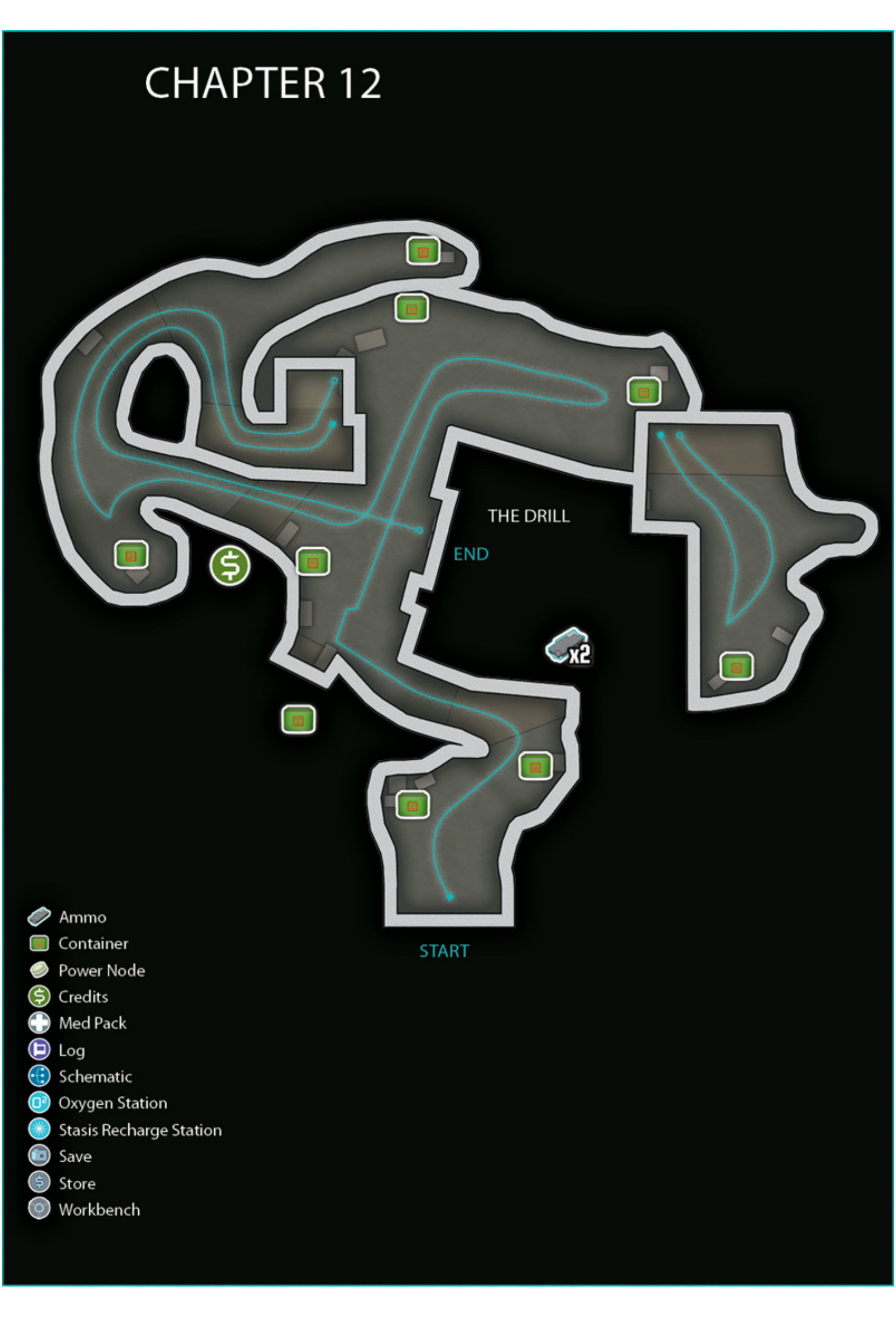
CAUTION
Exploration Mine
WARNING: ACTIVE DRILLING

Now all you have to do is enter the exploration mine.



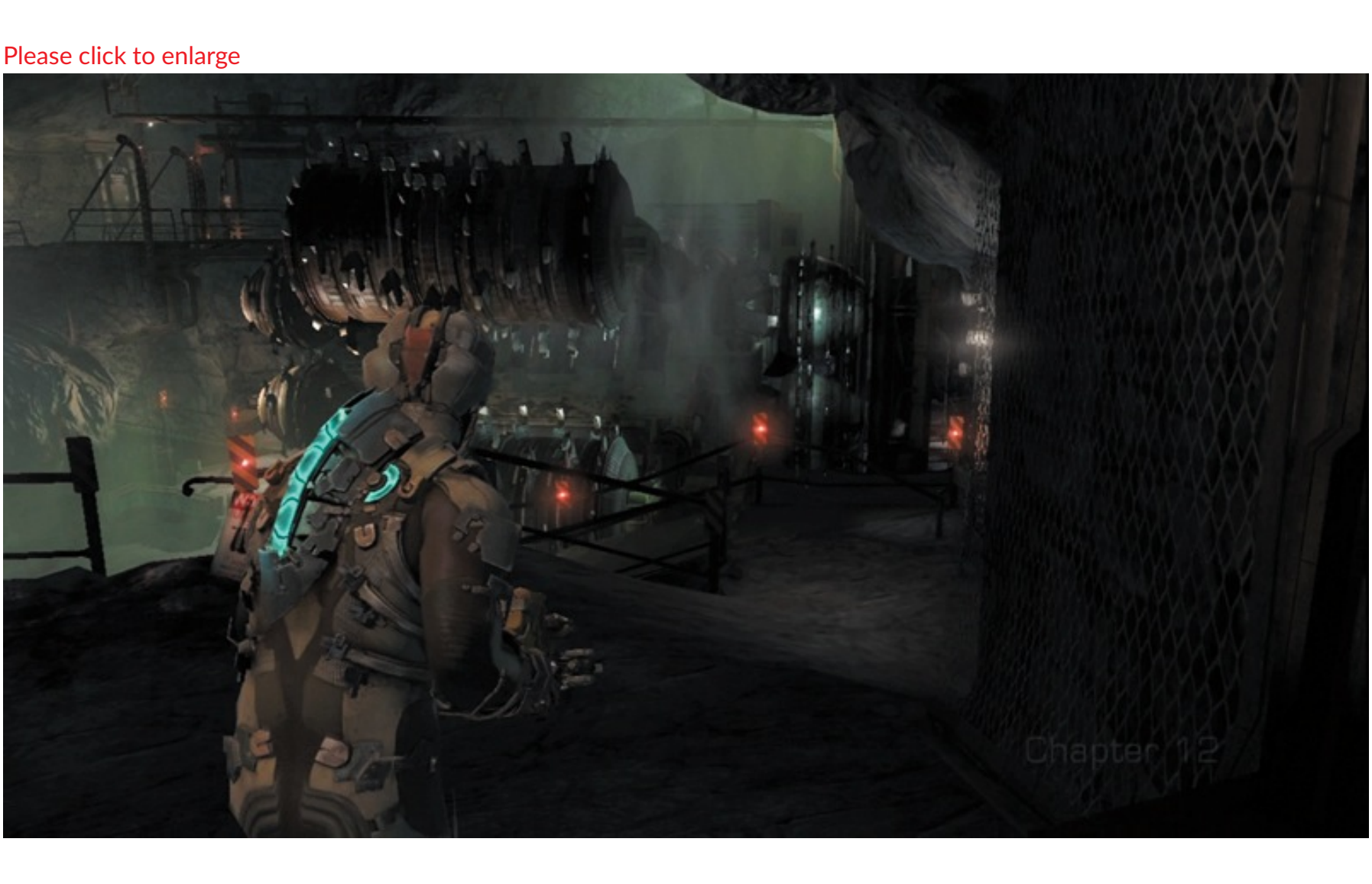
Clarke's Log: Walkthrough

Chapter 12

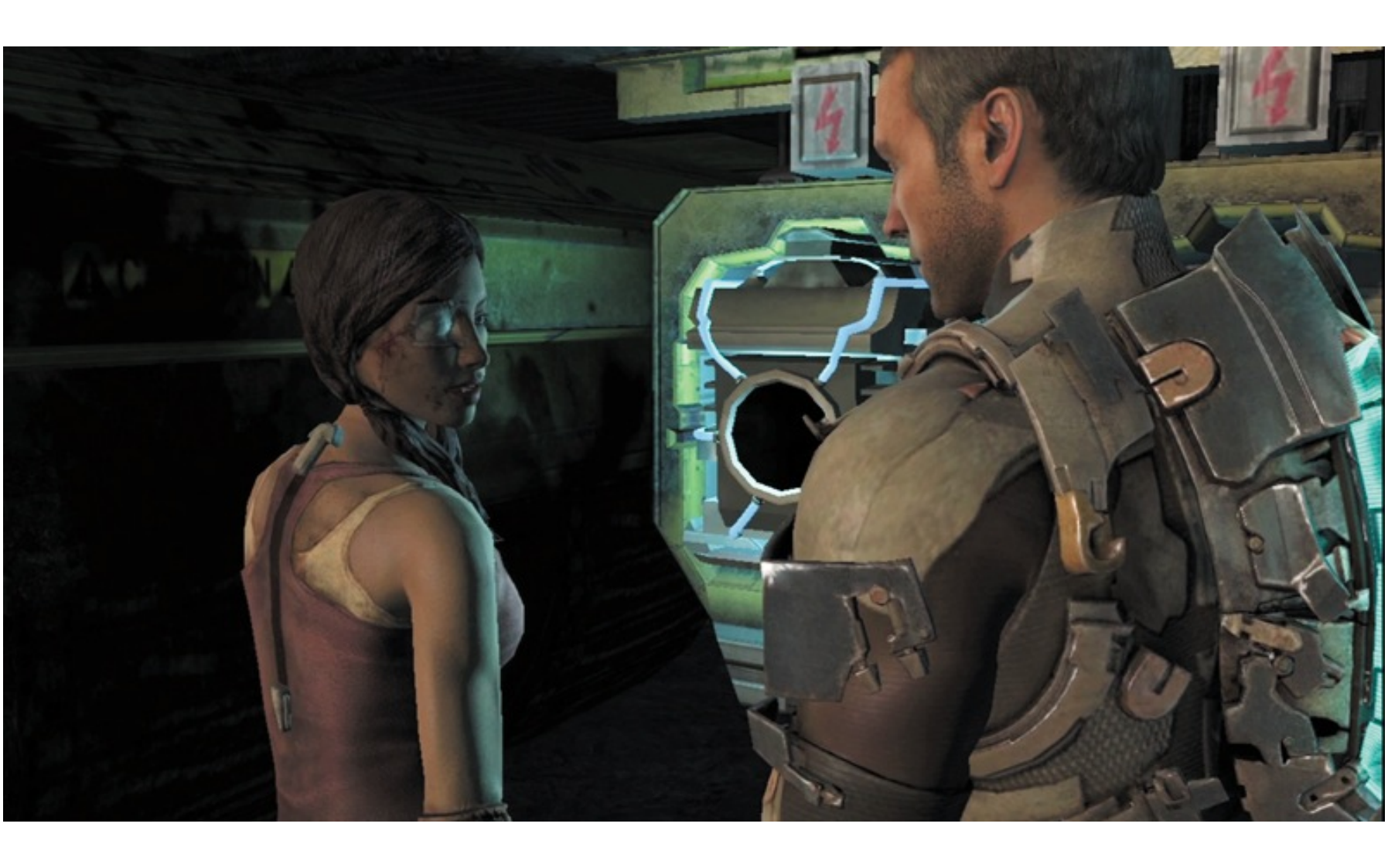


The Drill

Please click to enlarge



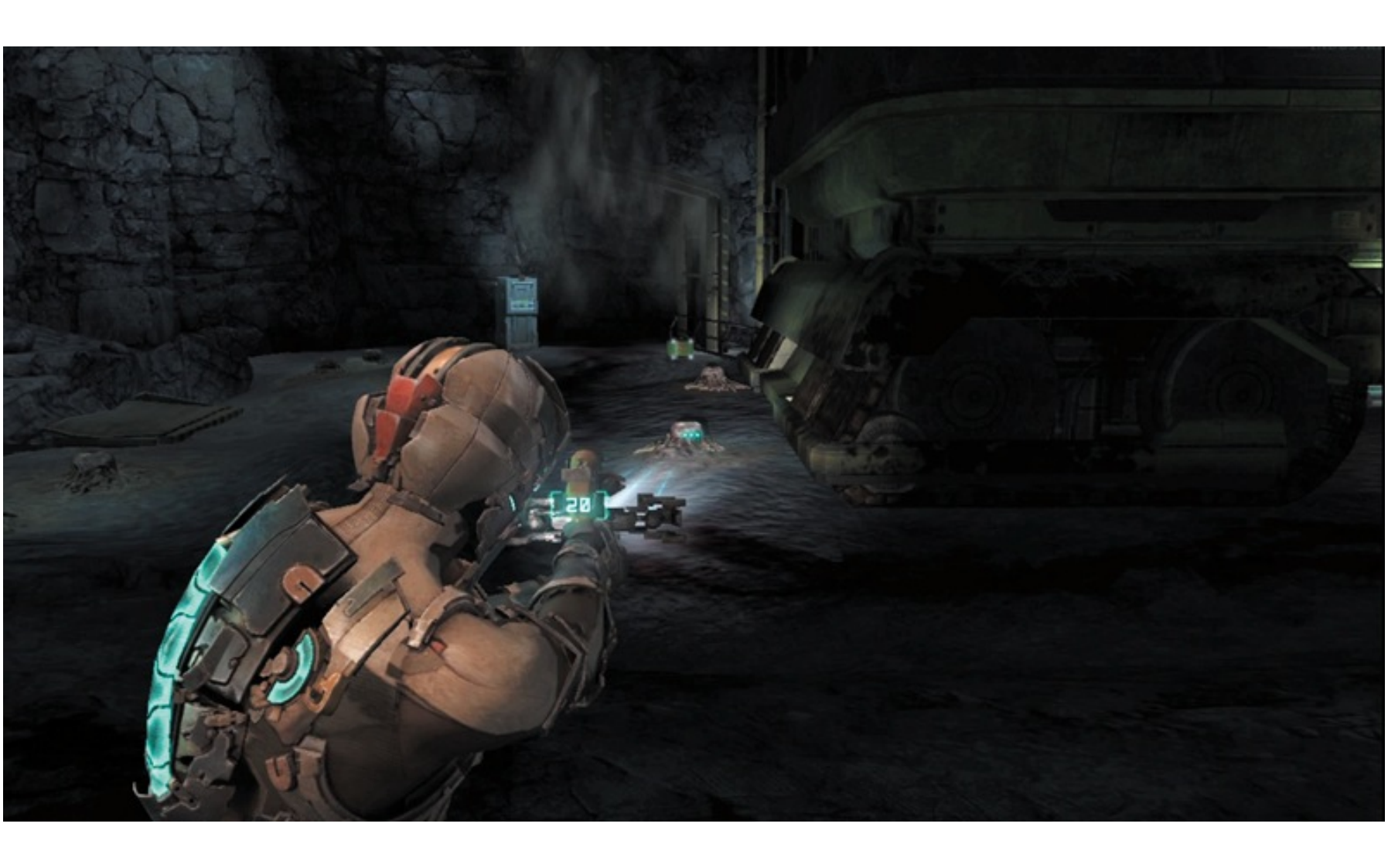
You find yourself in a large chamber with a drilling machine. Get some items from nearby crates and then head down a ramp toward the drill. As you are heading down the ramp, look off to the right and use kinesis to get some ammo. There is also a container down in a pit to the ramp's left.



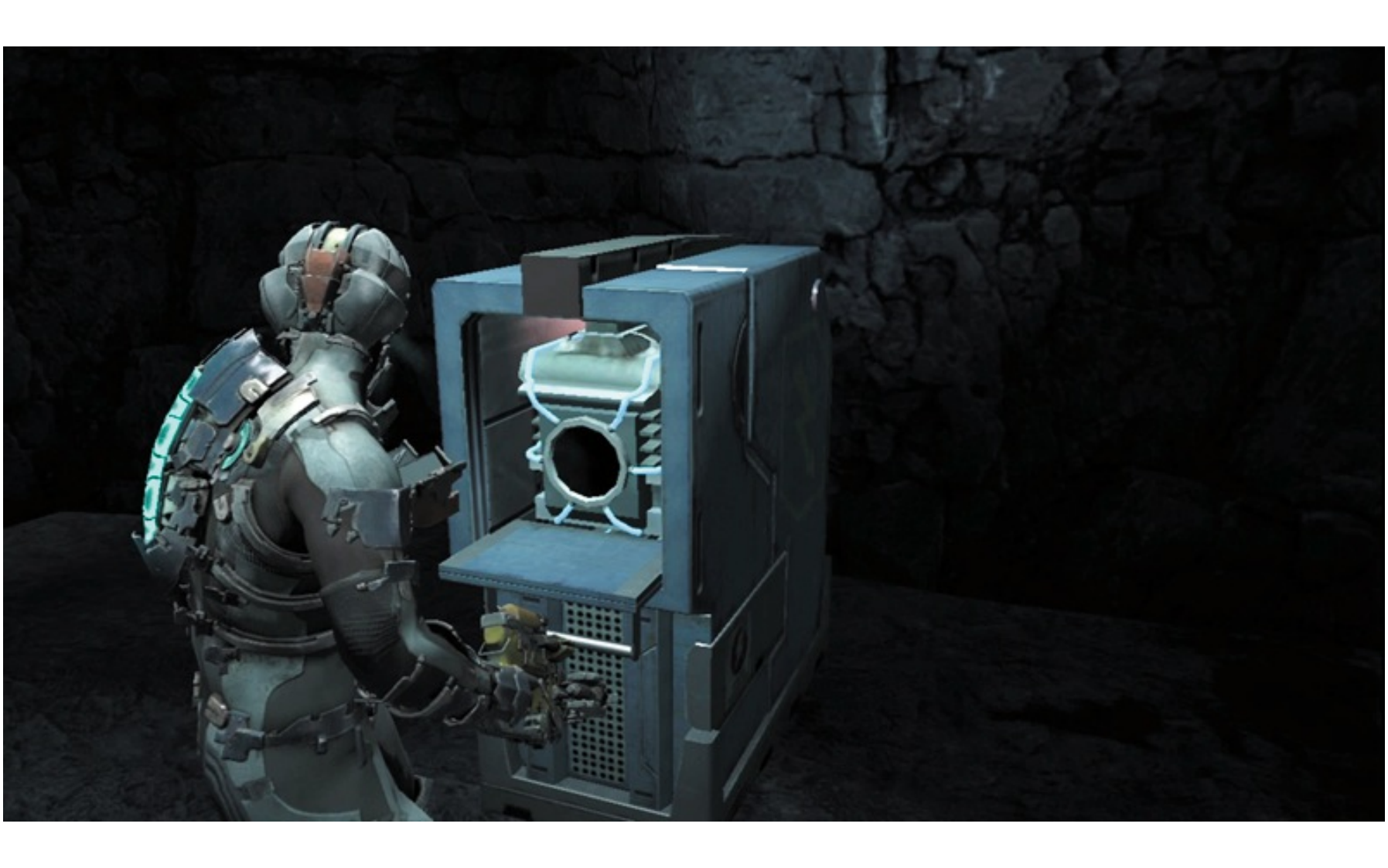
Go talk to Ellie. The drill is missing a power cell. While Ellie gets into the cab of the drill, you must find the other power cell and bring it back to the drill.

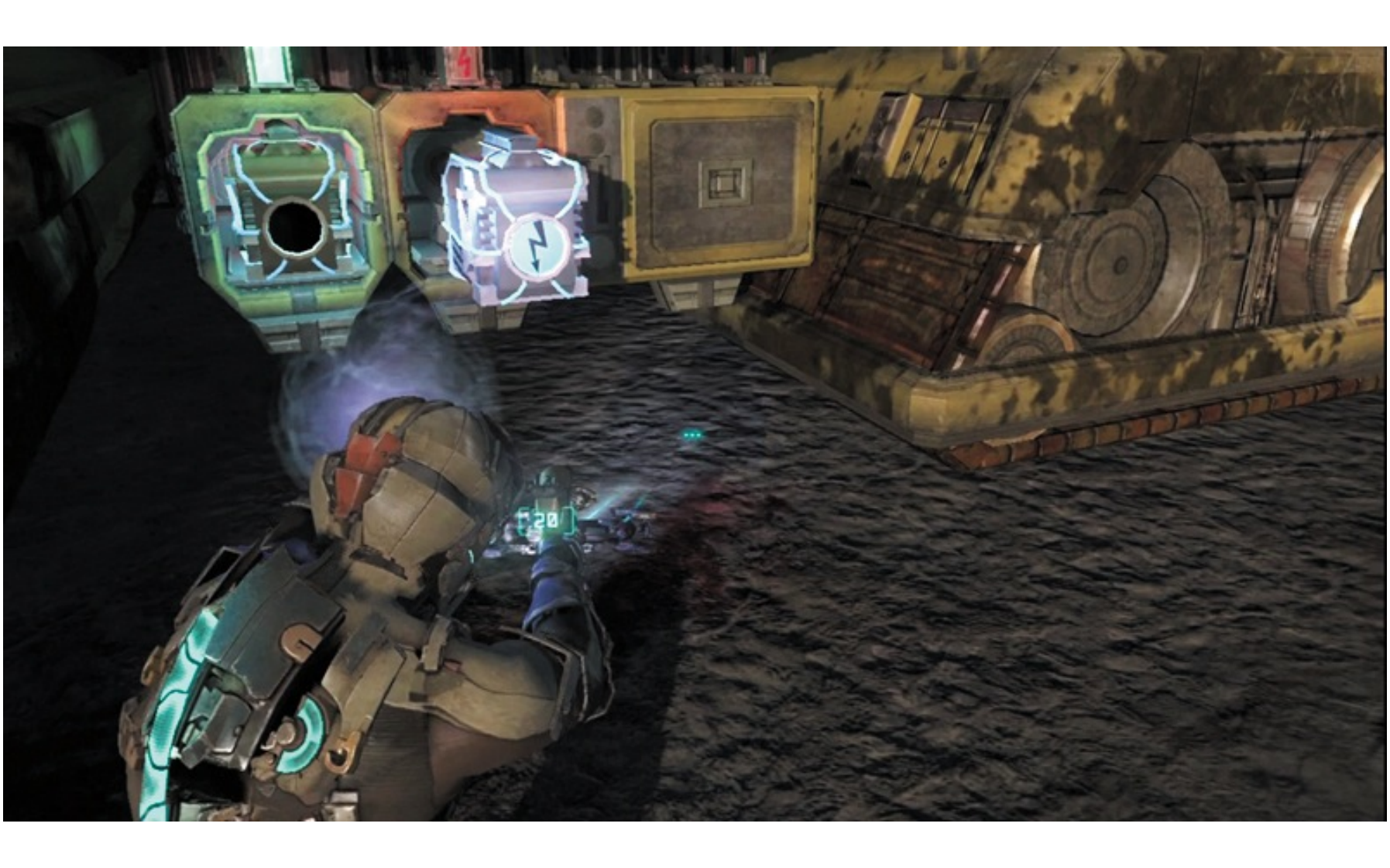
Fix the drill

The drill might just be our ticket out of here! Now, if only it would start up...

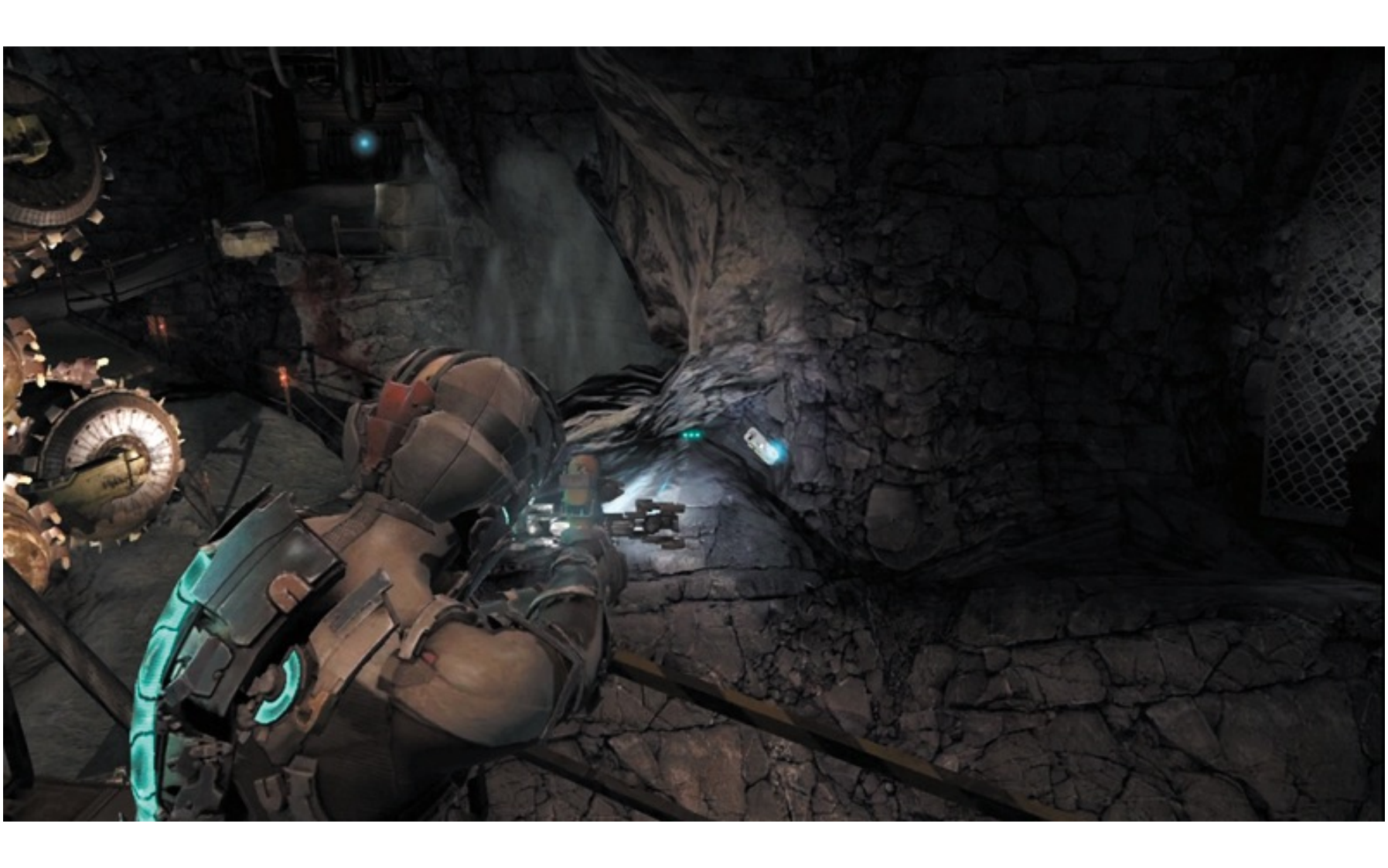


Search the area around the drill. There are some crates from which you can get useful items. Behind the drill are several Cysts. Throw a metal rod or containers at them to kill them.

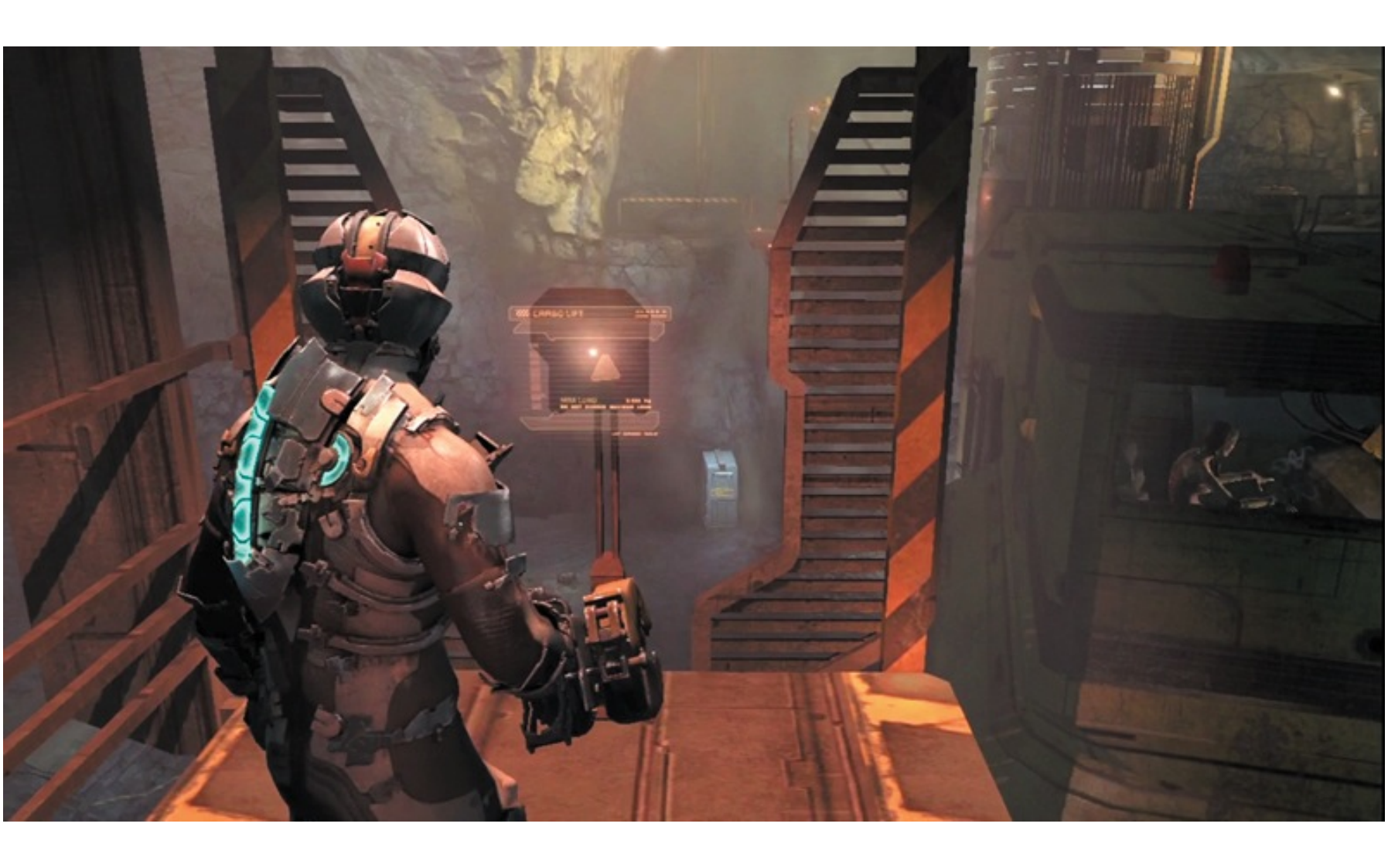




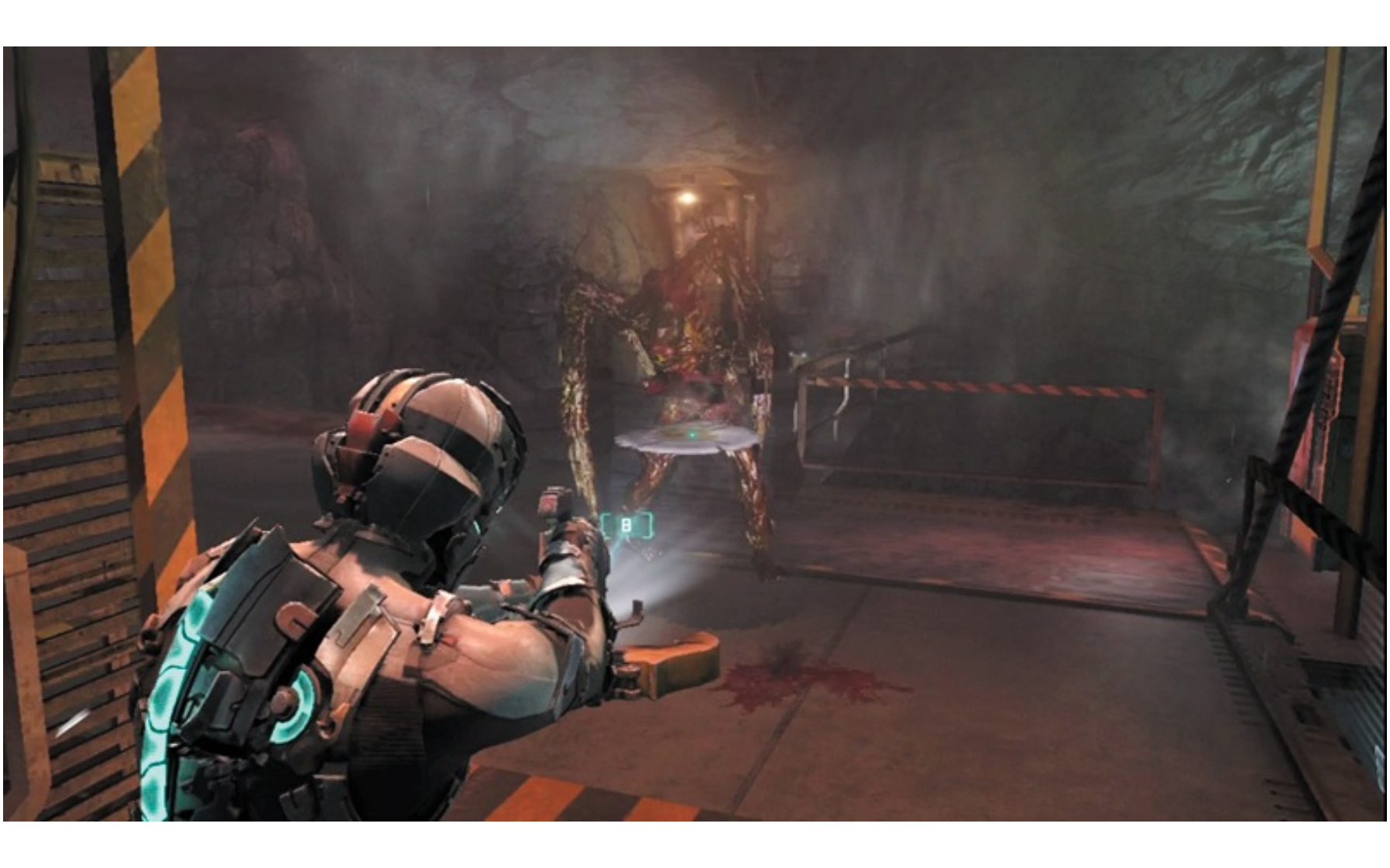
Move through the area where the Cysts were and open a power cell container. Use kinesis to extract a power cell and carry it back to the drill. Insert it into the drill. However, it appears that the drill needs something else to fix it completely. When you inserted the power cell, the circuit junction shorted out. You must go find another circuit junction.



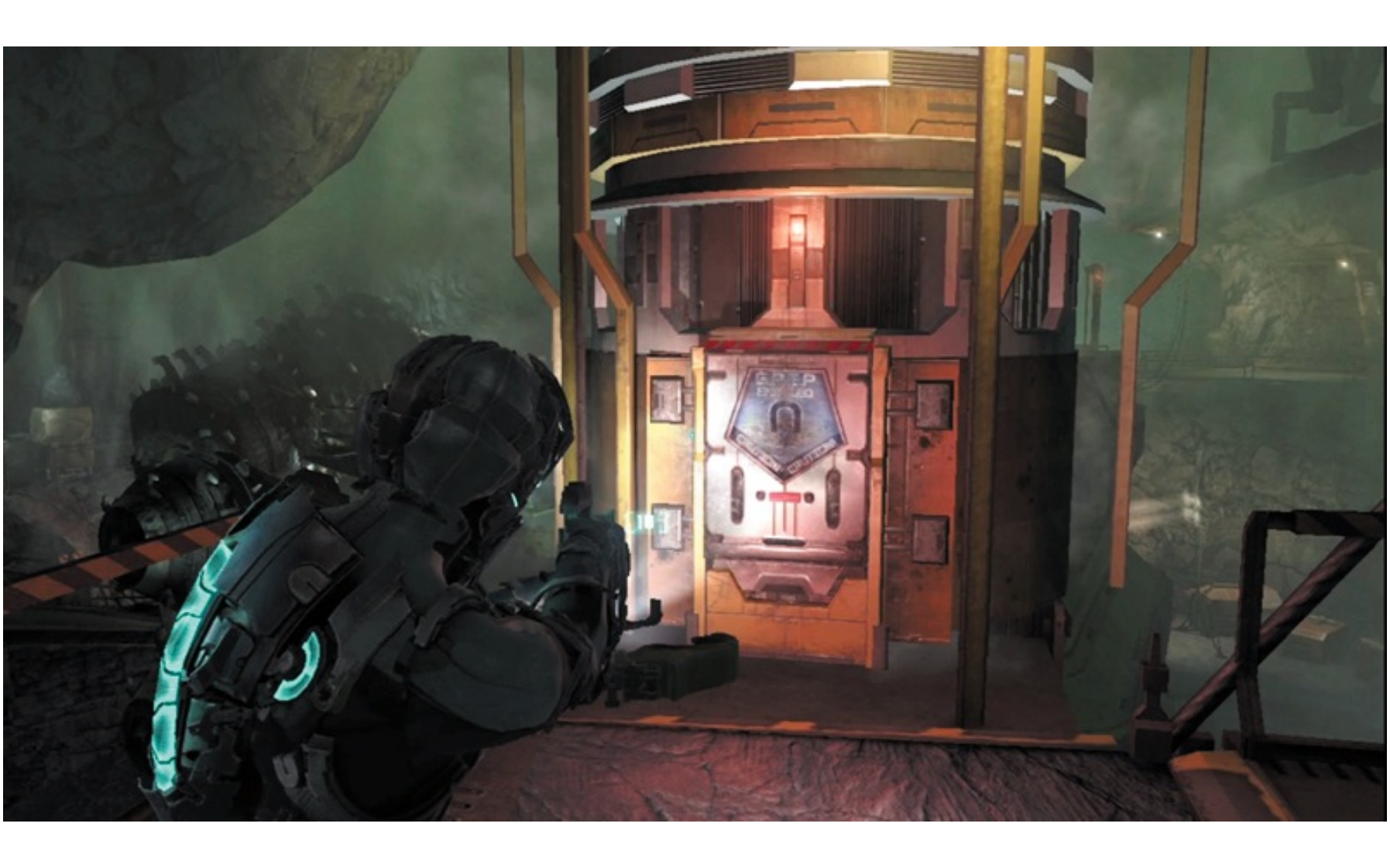
Make sure you have found everything on the lower level, then head up the ramp. Along the way, pick up a semiconductor positioned on some rocks and get items out of containers.



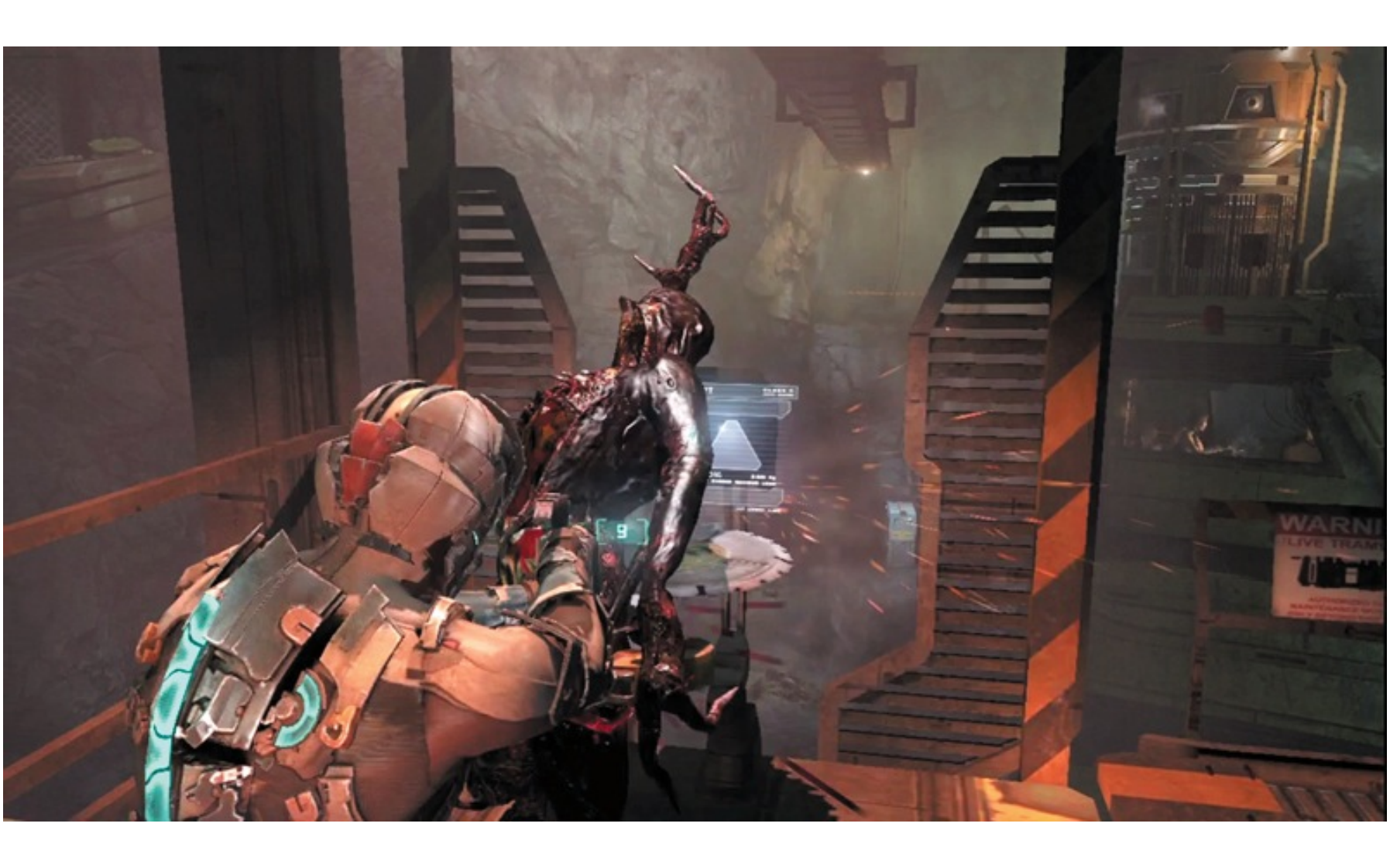
When you reach the cargo lift, climb aboard. Activate the controls to move across to the other side of the area. Reload all of your weapons; things are about to get exciting.



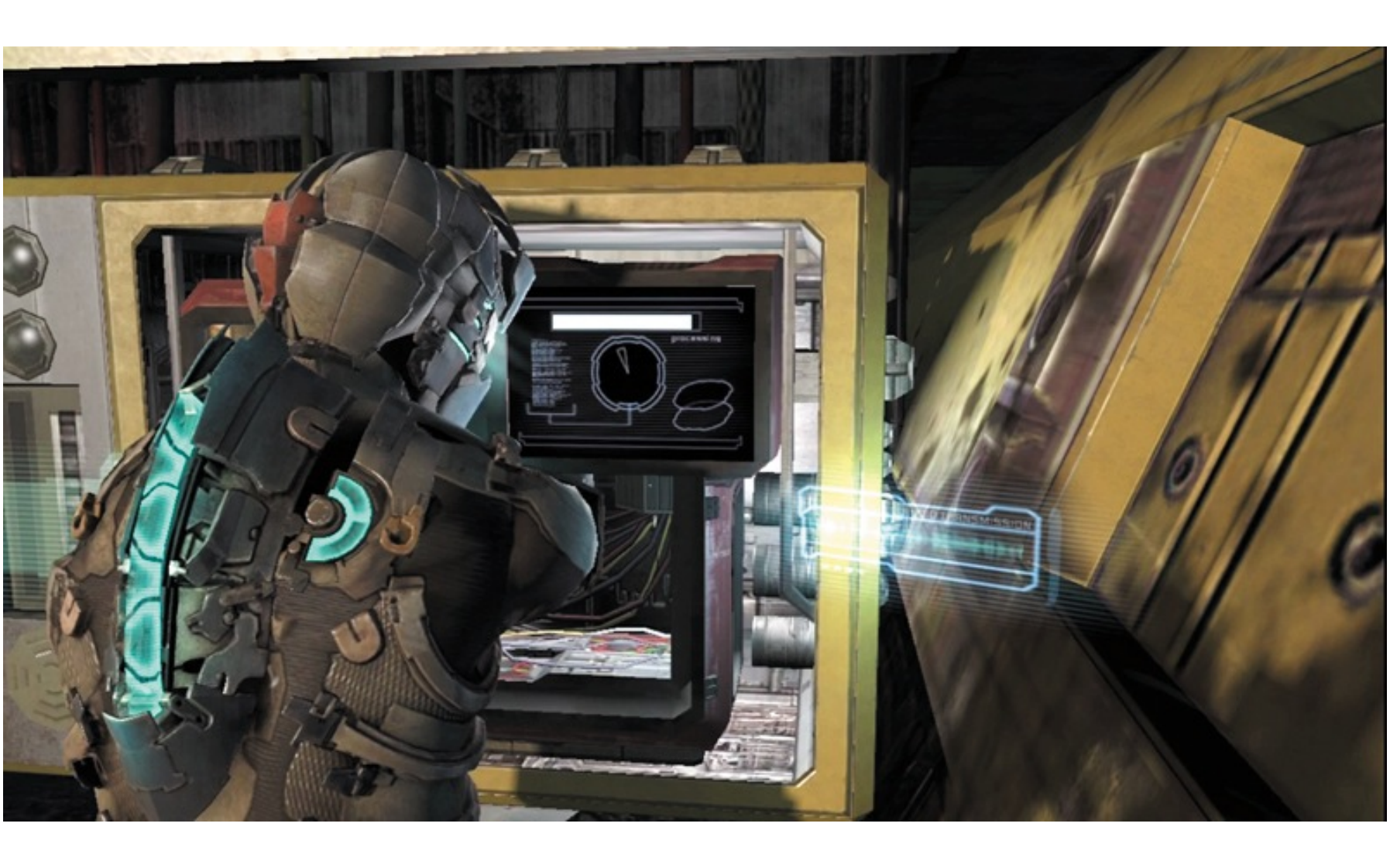
Once the cargo lift reaches the other side, a couple of Super Slashers will rush toward you. Hit them with stasis to slow them down or deploy some mines in front of them. Finish them off with the contact beam or another weapon such as the ripper.



Get an item from a container, then use kinesis to pull off the GRIP panel. Pull out the circuit board, return to the cargo lift, and ride it back to the ramp.



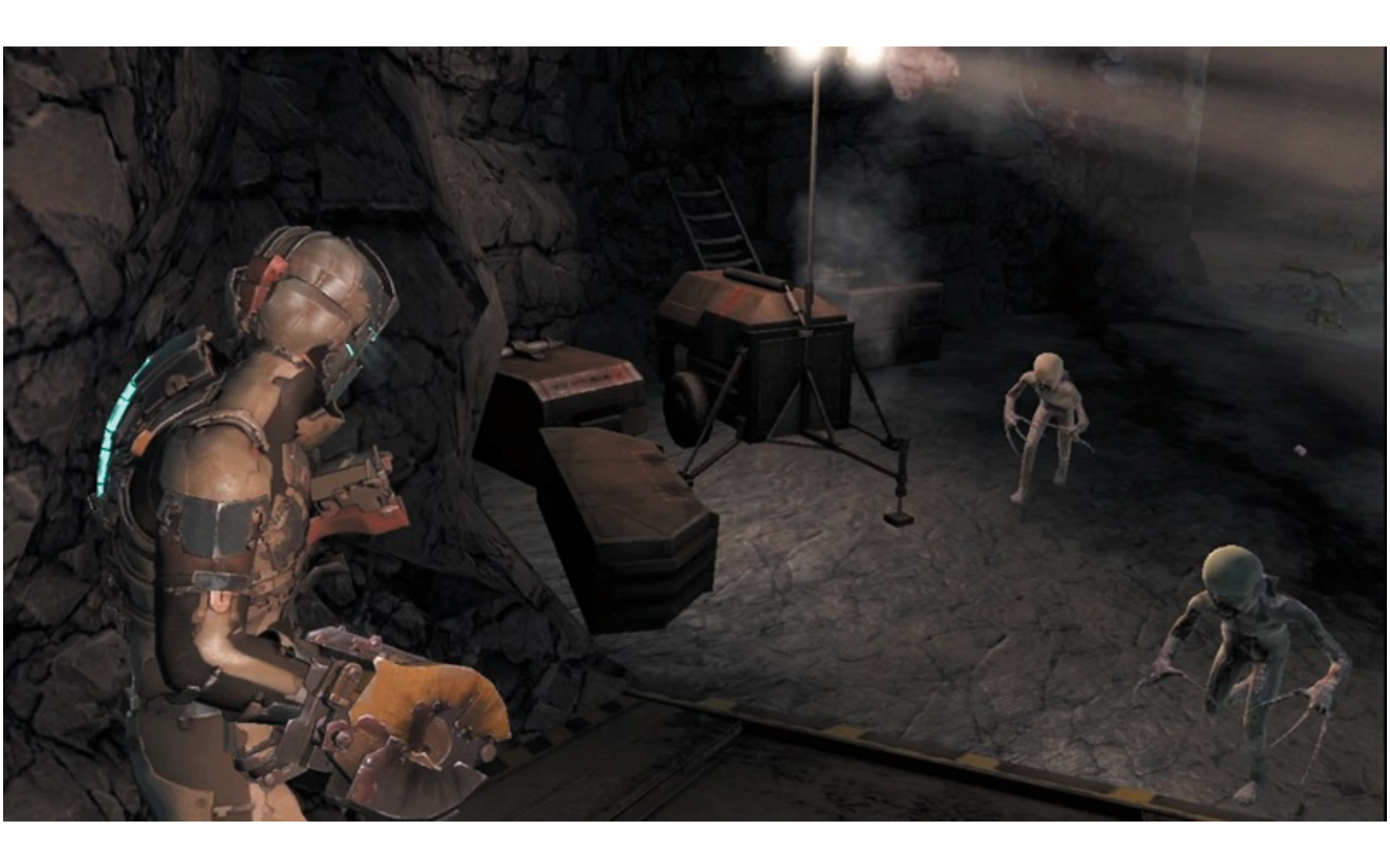
As the cargo lift stops, a Super Puker will rush and attack you. Hit it with stasis and then kill it quickly. When you're done, head down the ramp.



Return to the drill and insert the circuit board into the slot. The machine does not recognize it, so you must hack the system and make it work. Once the drill is fixed, Ellie gets it started up.

Ride the drill to Government Sector

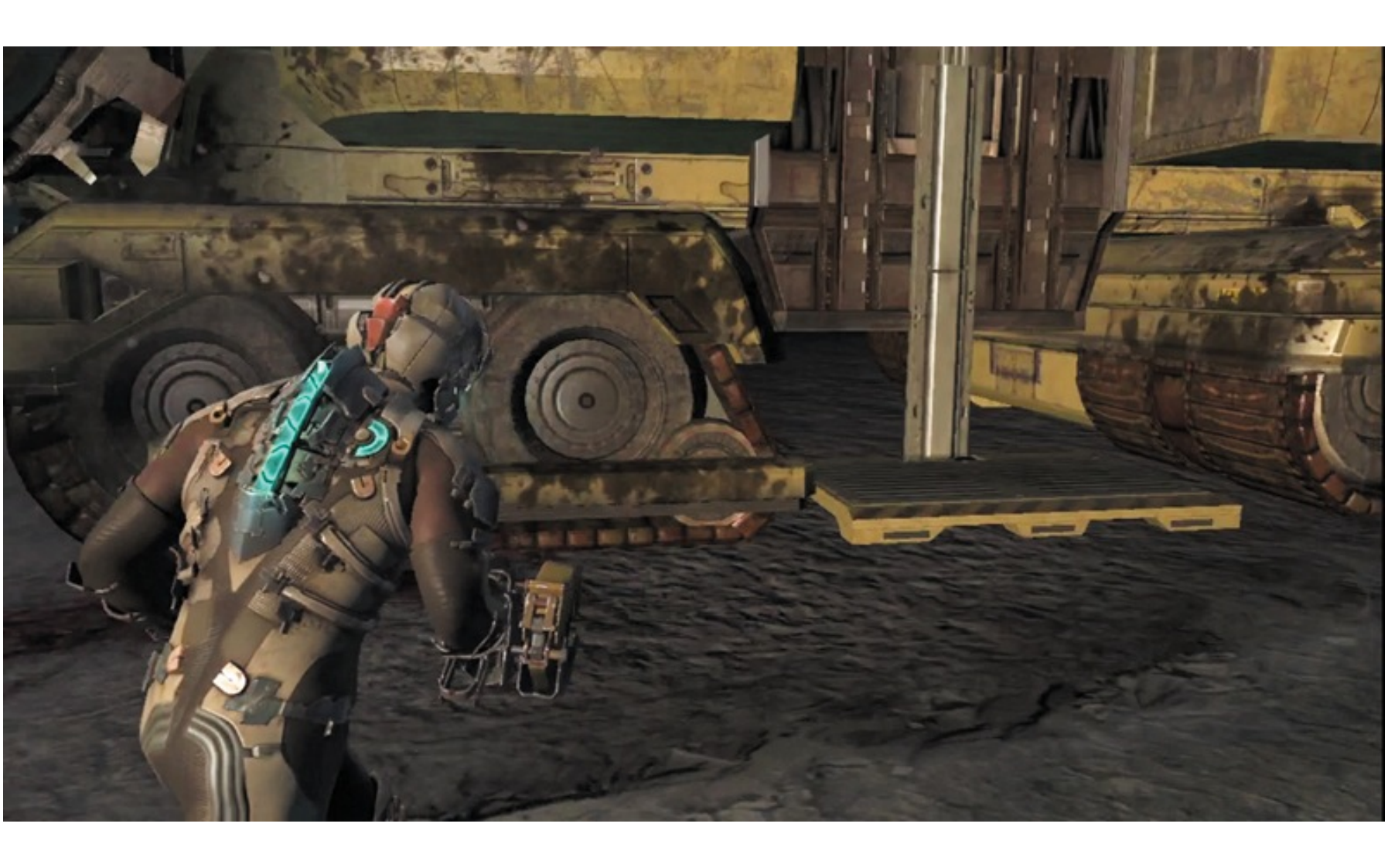
I hope Ellie knows where she's going. This drill is our only chance to get to Government Sector in one piece.



Ellie has to turn the drill around. As she does, the Pack starts coming at you from two different directions. Back up against a rock wall and use the ripper to saw through them as they charge. Use the same tactic against the two Slashers that join in the rush.

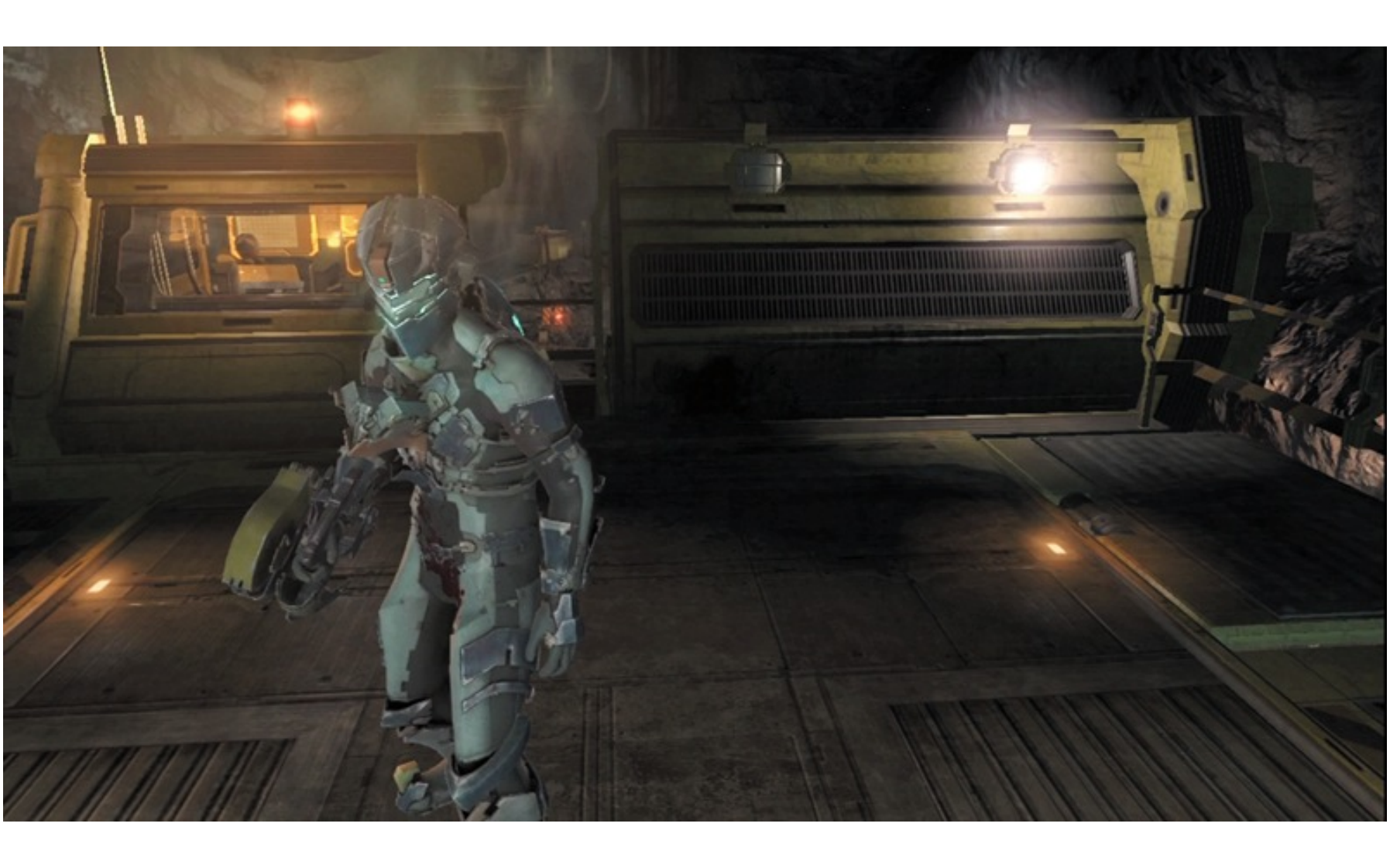
Issac's Log

The Pack seemed to just keep coming. Once I got some solid rock behind me, I merely had to move the ripper's spinning saw blade back and forth and let the Pack run right into it. While it was messy, I ended up with a lot of ammo and credits.



Once Ellie has the drill turned around, run to the lift located on the drill's side and ride it up to the top.

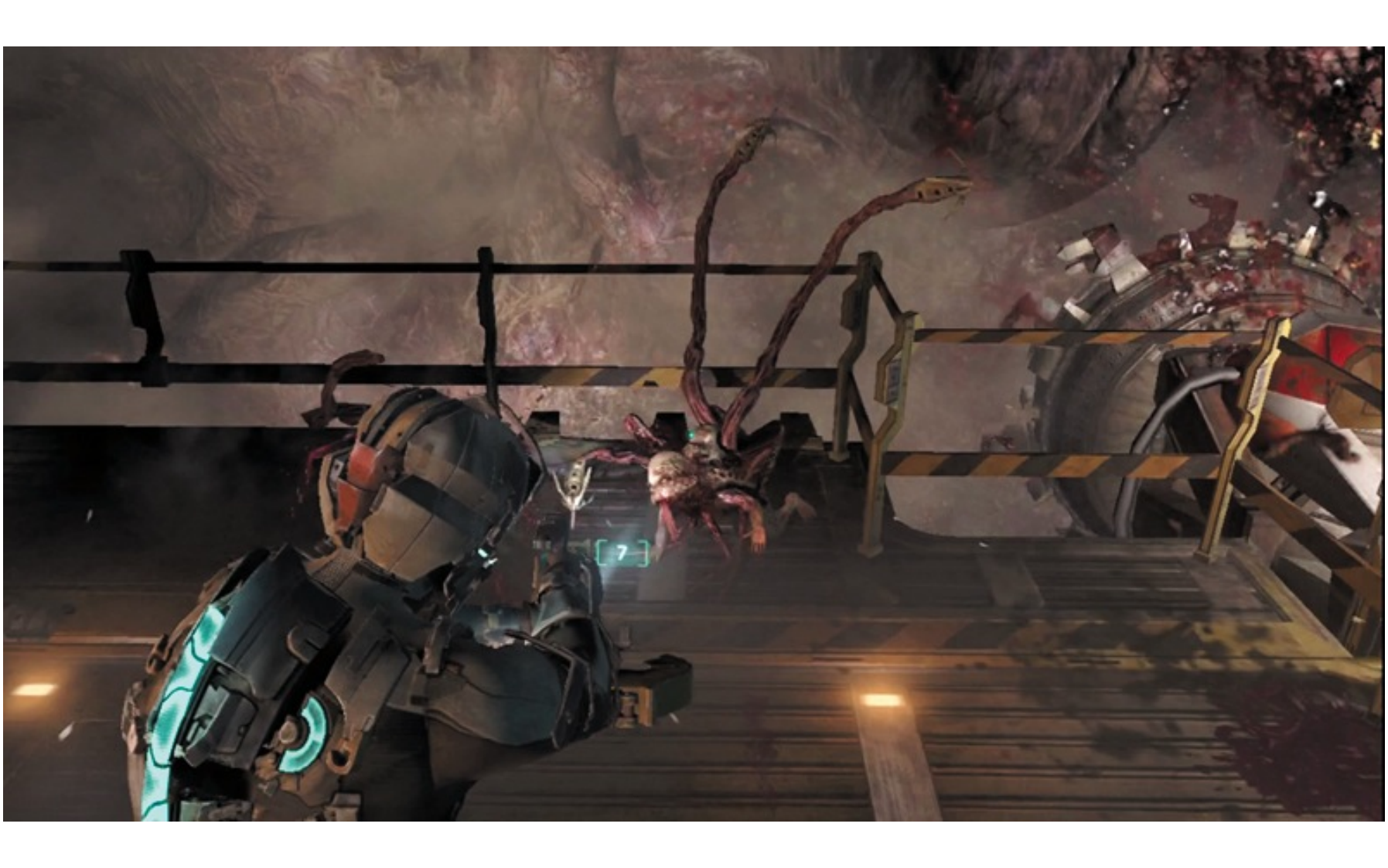
Ride to Government Sector



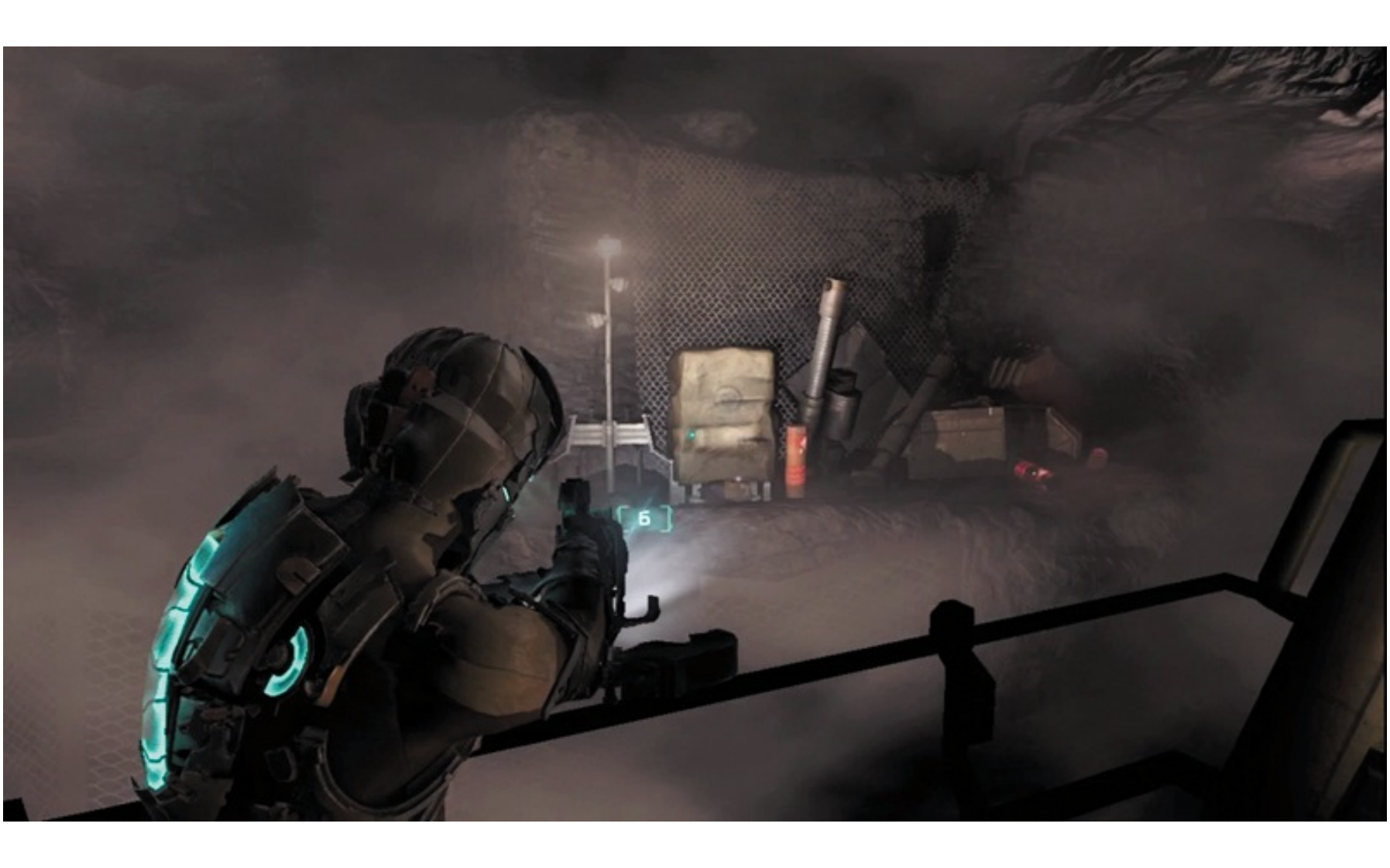
There is a platform atop the drill. You can stand here while Ellie drives the drill toward Government Sector. However, don't just stand there. Reload all of your weapons and be ready for some action.

Issac's Log

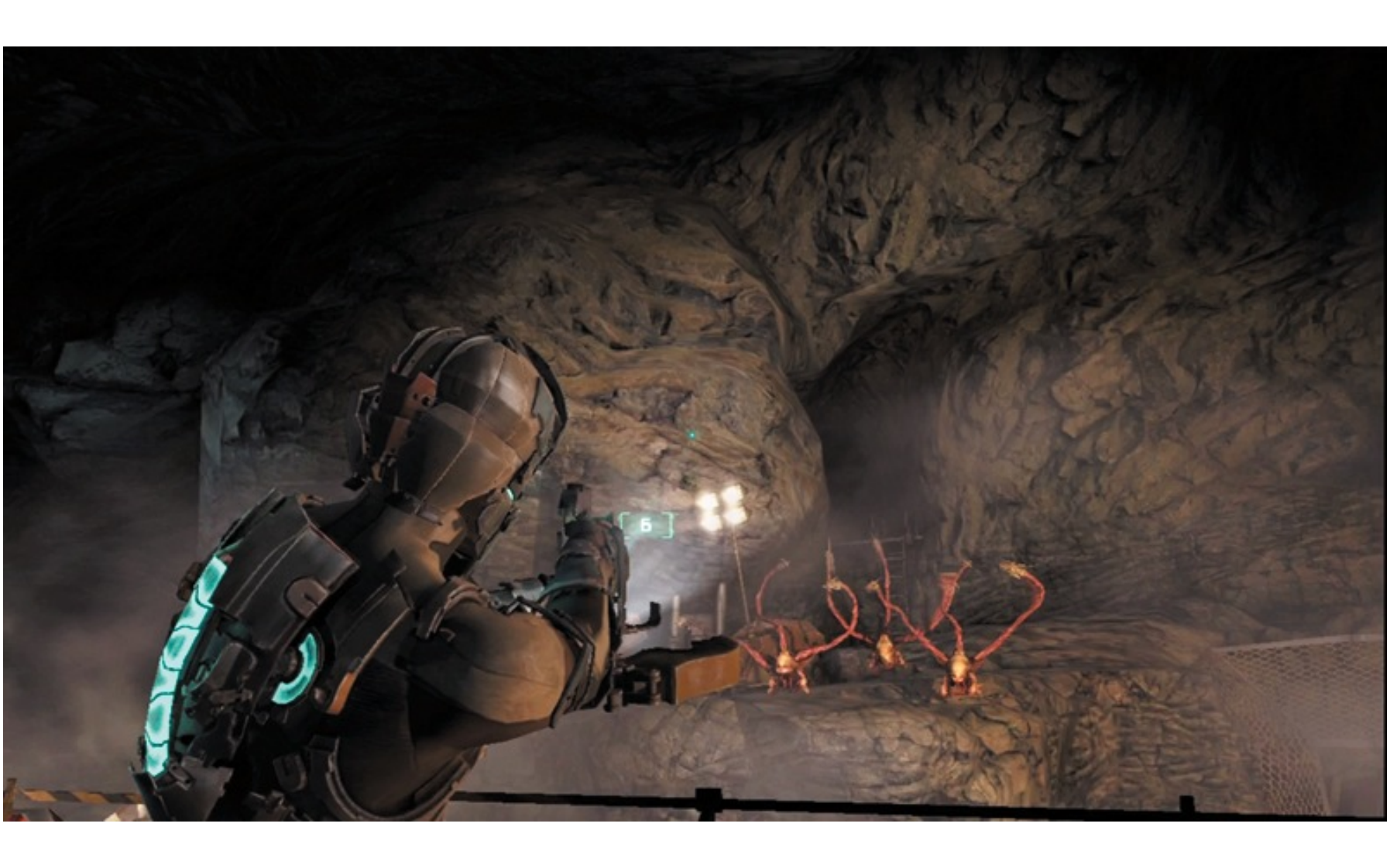
While Ellie was driving, I stood at the back of the platform, in the center—away from the edges. I then deployed a few detonator mines along the railings of the drill to repel any Necromorphs that tried to board. However, the shaking of the drill caused the mines to detonate. I ended up having to fight off the enemies myself.



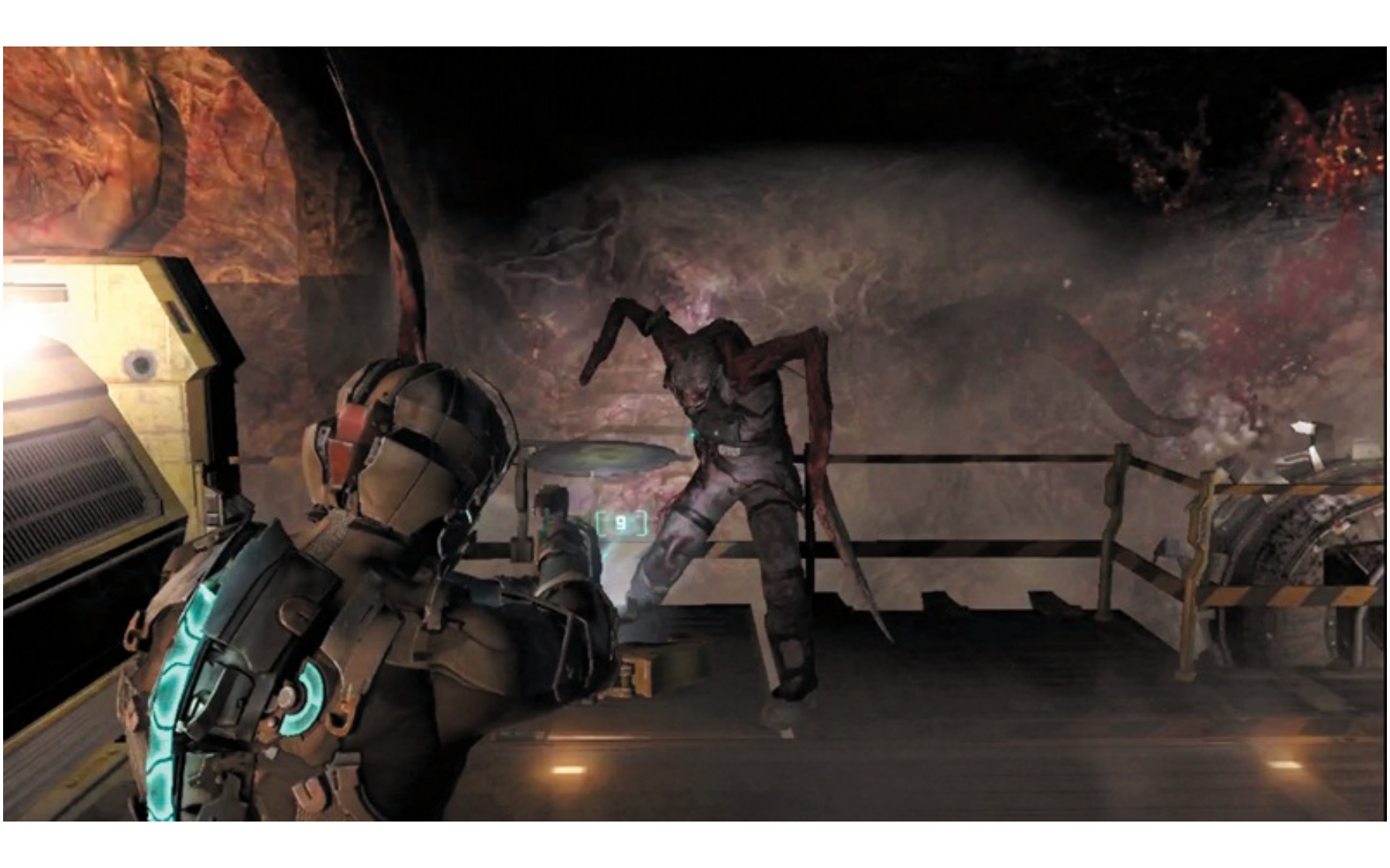
Slashers and Lurkers drop onto the deck of the drill. Use the ripper to cut into them before they can hurt you.



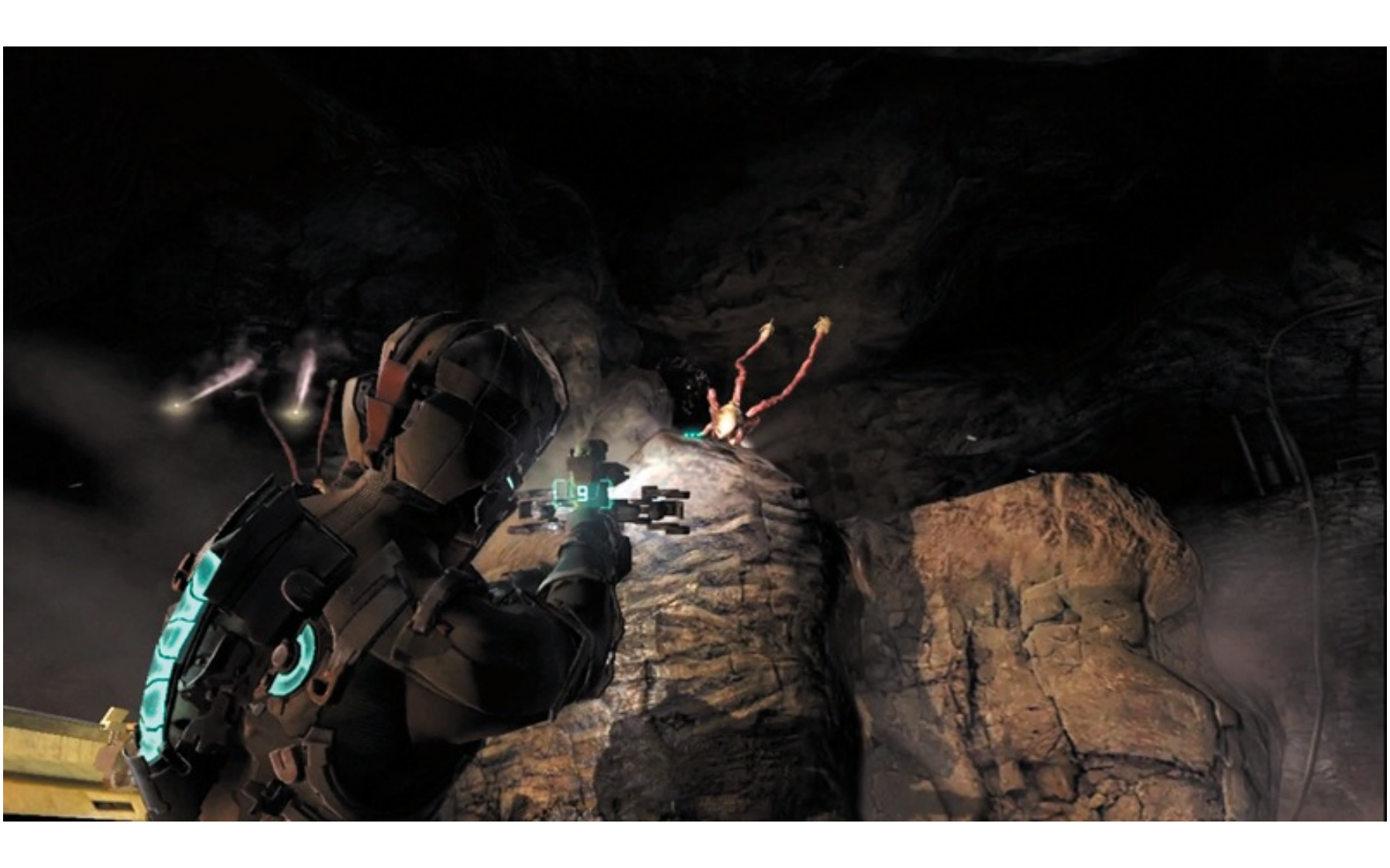
Look off to the drill's right side. Use kinesis to get ammo and to pull an explosive canister or two onto the drill deck. However, don't pull too many onto the platform since the Lurker projectiles can detonate them, causing you damage.



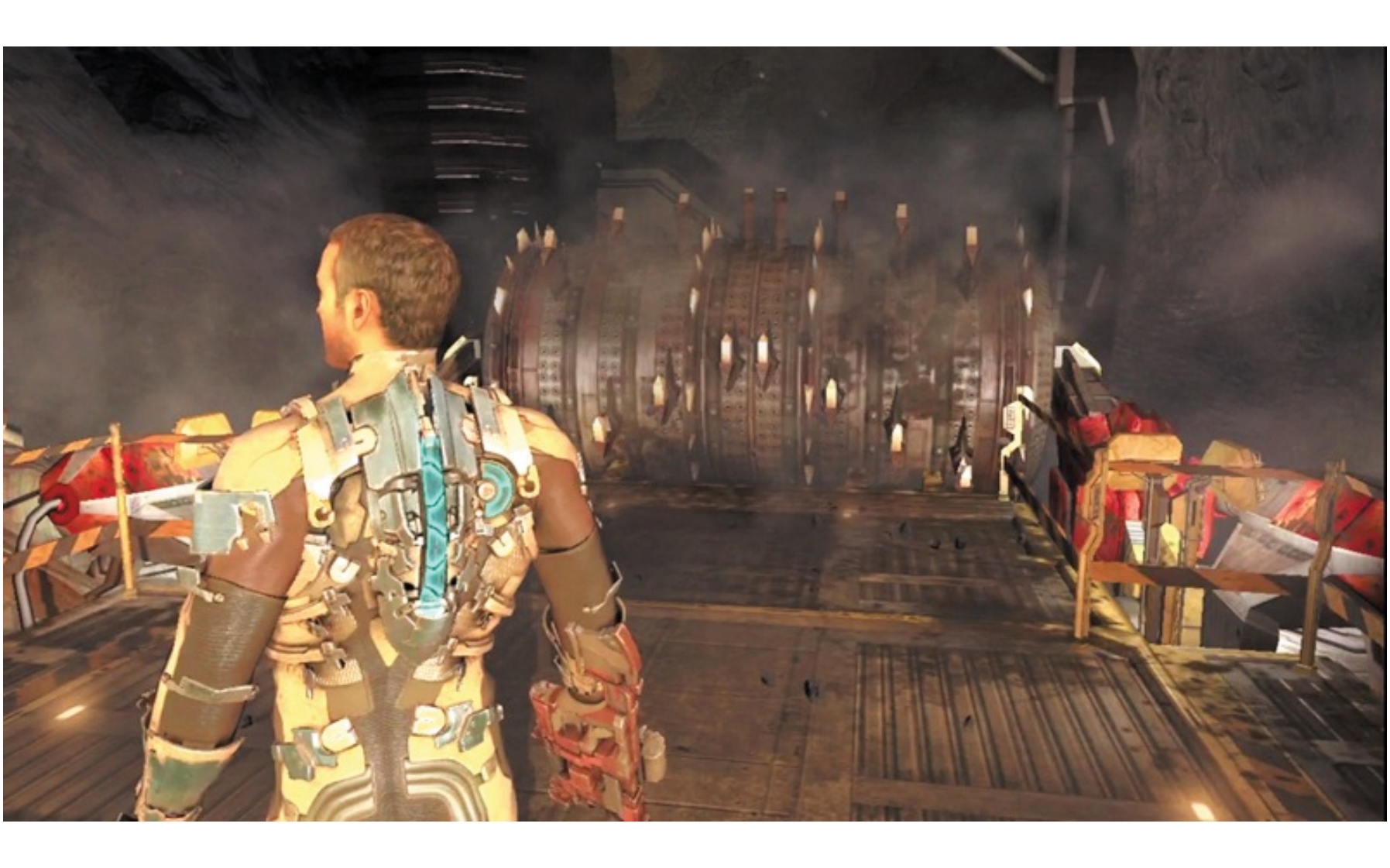
A trio of Lurkers off to the right will start shooting at you. Launch an explosive canister at them, killing them all with one blast. You don't need to kill every enemy on the ride. The main thing is to make sure you have enough ammo to deal with any Necromorphs that climb aboard the drill. Try to use kinesis to launch objects at the Lurkers whenever you can—again, don't worry if you miss a few.



Get the ripper ready to deal with a Slasher. Use the alt-fire mode to shoot saw blades at a couple of Lurkers that climb onto the deck before they can fire at you; then turn around and saw into another Slasher.



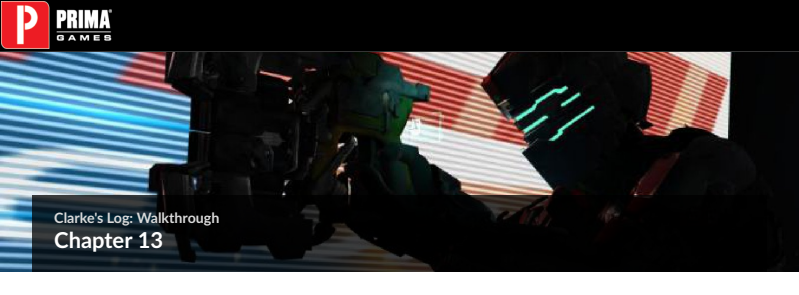
More Lurkers and Slashers will attack. Then two Lurkers up on a rocky ledge to the left will start shooting at you. Shoot off their tentacles to kill them, and keep scanning from left to right to make sure nothing is coming at you undetected.



Eventually the attacks will stop as the drill reaches Government Sector. You have finally made it.

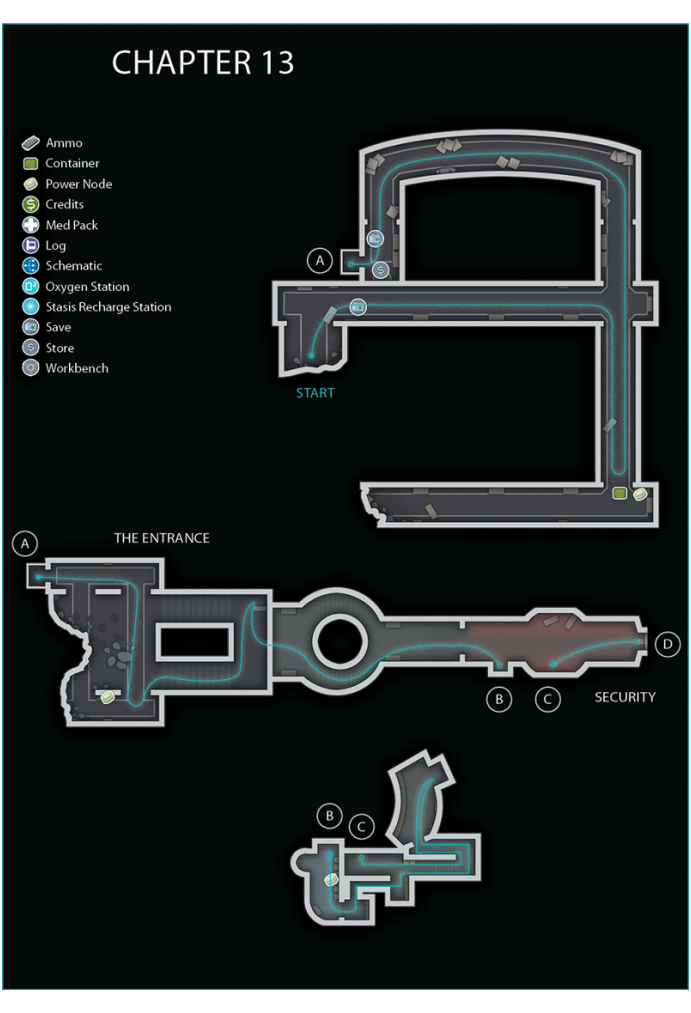
// Knock Knock

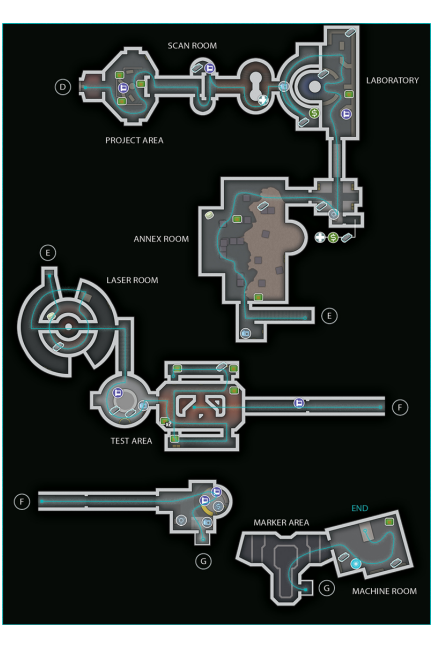
Once you complete the drill ride and arrive at Government Sector, you will be rewarded with the Knock Knock Achievement/Trophy.



Clarke's Log: Walkthrough

Chapter 13

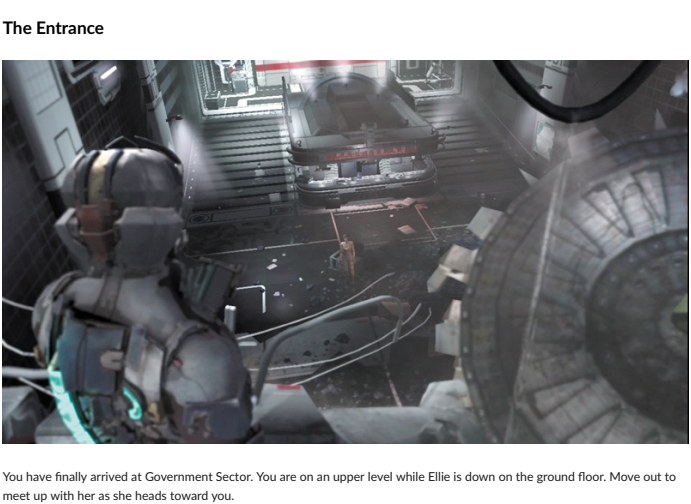




Government Sector Rendezvous with Ellie

Government Sector—we've finally made it. I'm heading to Ellie's location now. But how far is this going to go? Ellie helped me get here, but she can't help me destroy the Marker. Even I'm not sure how to do that. She could just become another casualty, the longer we stick together....

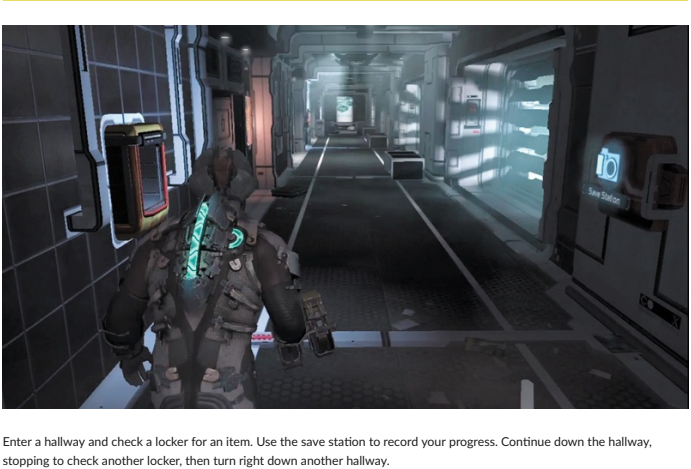
The Entrance



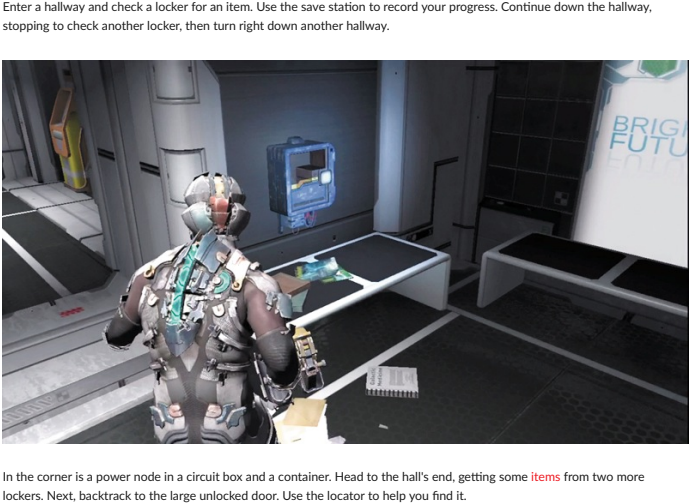
You have finally arrived at Government Sector. You are on an upper level while Ellie is down on the ground floor. Move out to meet up with her as she heads toward you.

Issac's Log

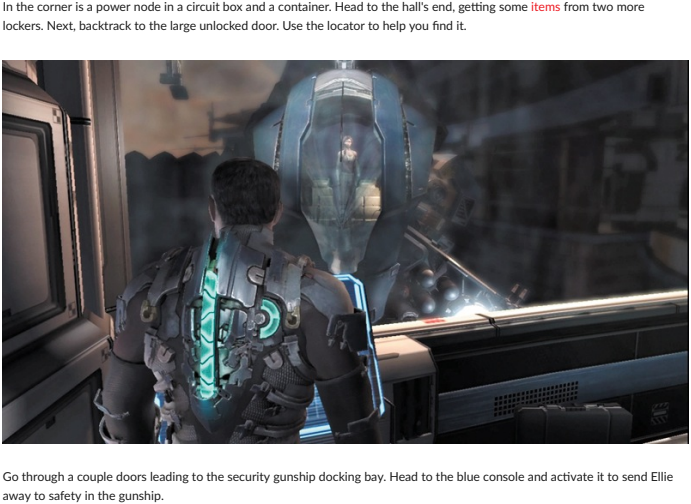
The Government Sector is pretty large. It was easy to get lost. I used the locator to help guide me through the halls to reach Ellie.



Enter a hallway and check a locker for an item. Use the save station to record your progress. Continue down the hallway, stopping to check another locker, then turn right down another hallway.



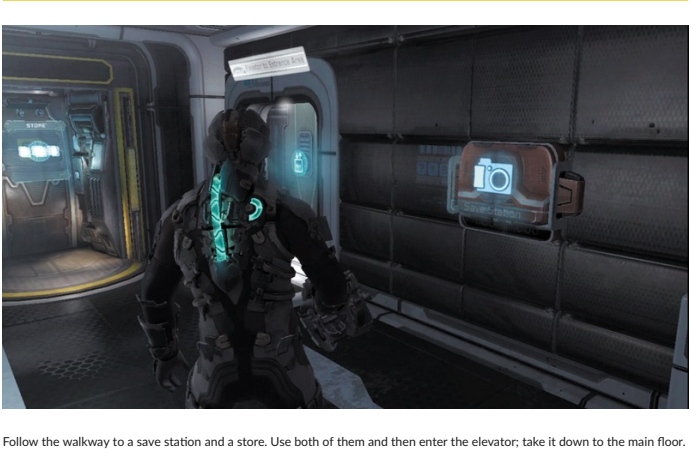
In the corner is a power node in a circuit box and a container. Head to the hall's end, getting some items from two more lockers. Next, backtrack to the large unlocked door. Use the locator to help you find it.



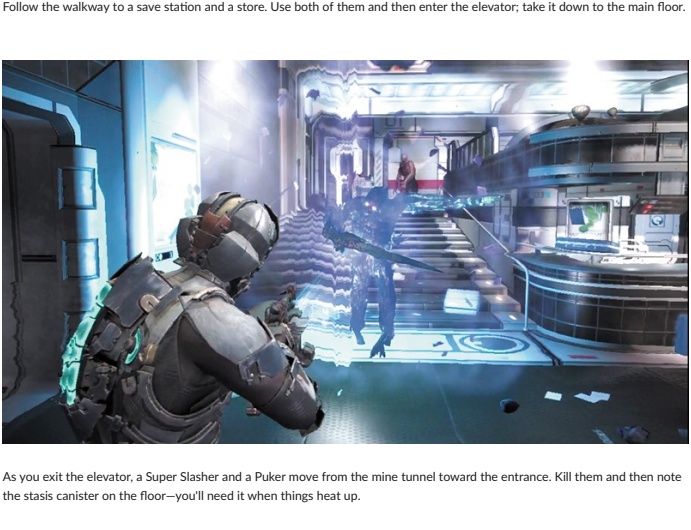
Go through a couple doors leading to the security gunship docking bay. Head to the blue console and activate it to send Ellie away to safety in the gunship.

Note

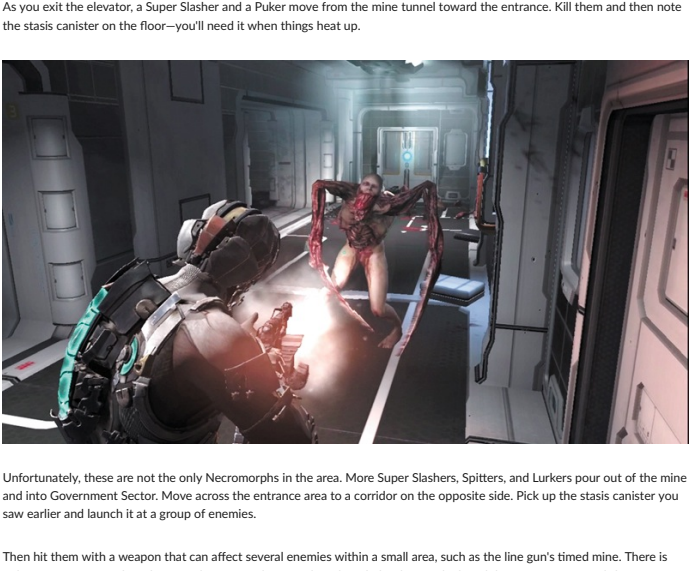
Once Ellie is gone, your locator no longer provides a path to your objective. You must find your own way through Government Sector.



Follow the walkway to a save station and a store. Use both of them and then enter the elevator; take it down to the main floor.



As you exit the elevator, a Super Slasher and a Puker move from the mine tunnel toward the entrance. Kill them and then note the stasis canister on the floor—you'll need it when things heat up.

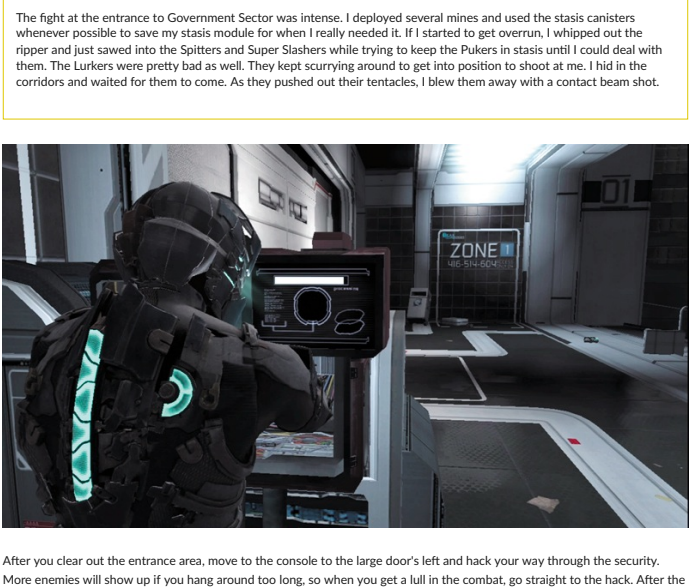


Unfortunately, these are not the only Necromorphs in the area. More Super Slashers, Spitters, and Lurkers pour out of the mine and into Government Sector. Move across the entrance area to a corridor on the opposite side. Pick up the stasis canister you saw earlier and launch it at a group of enemies.

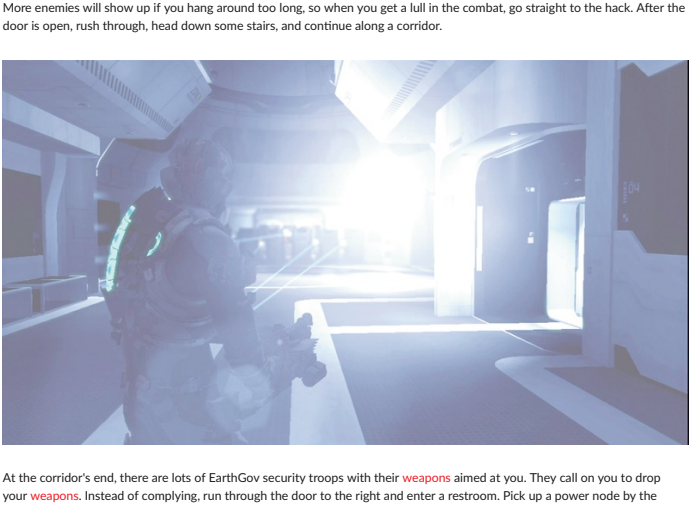
Then hit them with a weapon that can affect several enemies within a small area, such as the line gun's timed mine. There is only one entrance to the other corridor. Barricade yourself in there behind some deployed devastator mines and shoot whatever comes through. Check the locker here and grab a power node from the circuit box.

Issac's Log

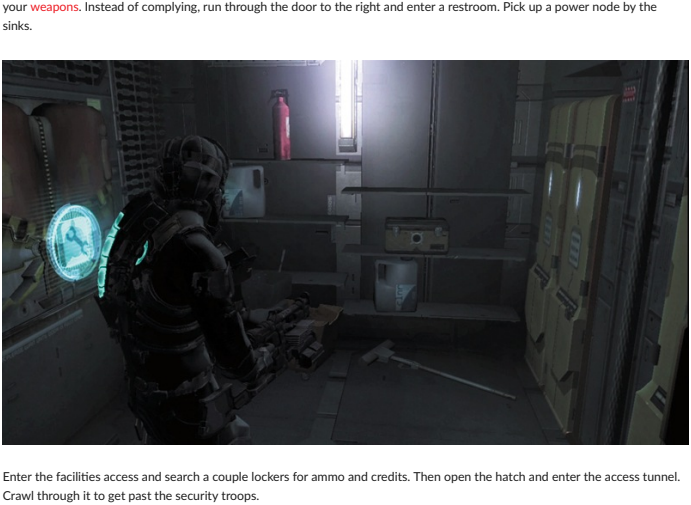
The fight at the entrance to Government Sector was intense. I deployed several mines and used the stasis canisters whenever possible to save my stasis module for when I really needed it. If I started to get overrun, I whipped out the ripper and just sawed into the Spitters and Super Slashers while trying to keep the Pukers in stasis until I could deal with them. The Lurkers were pretty bad as well. They kept scurrying around to get into position to shoot at me. I hid in the corridors and waited for them to come. As they pushed out their tentacles, I blew them away with a contact beam shot.



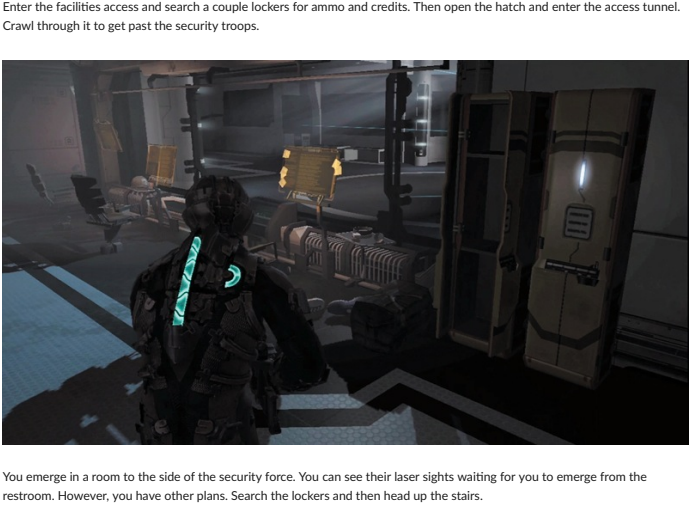
After you clear out the entrance area, move to the console to the large door's left and hack your way through the security. More enemies will show up if you hang around too long, so when you get a lull in the combat, go straight to the hack. After the door is open, rush through, head down some stairs, and continue along a corridor.



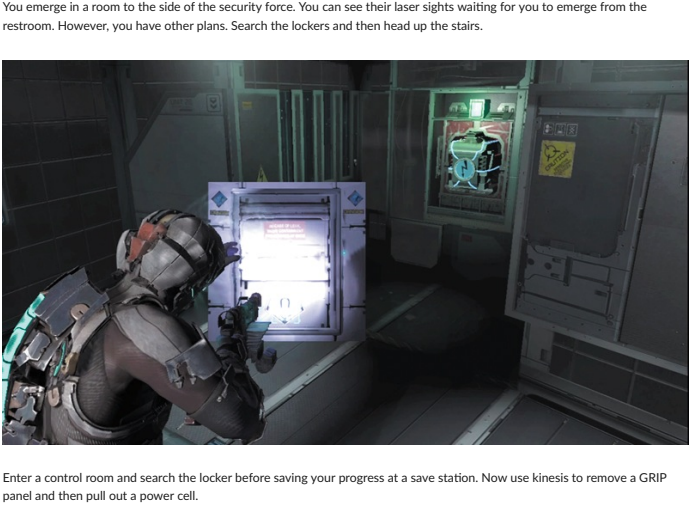
At the corridor's end, there are lots of EarthGov security troops with their weapons aimed at you. They call on you to drop your weapons. Instead of complying, run through the door to the right and enter a restroom. Pick up a power node by the sinks.



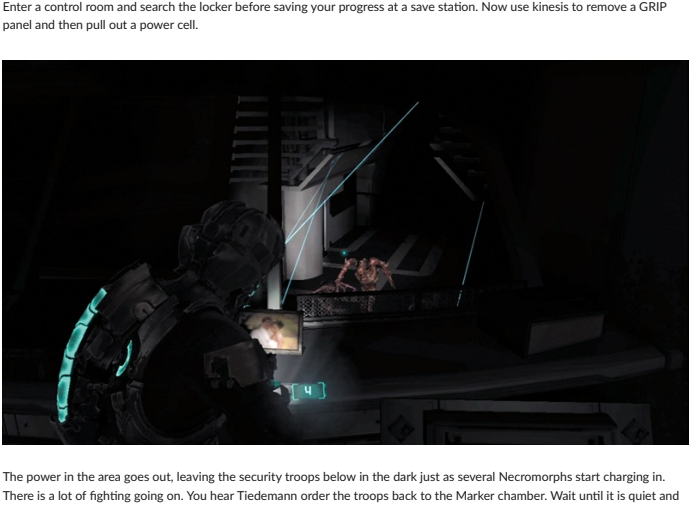
Enter the facilities access and search a couple lockers for ammo and credits. Then open the hatch and enter the access tunnel. Crawl through it to get past the security troops.



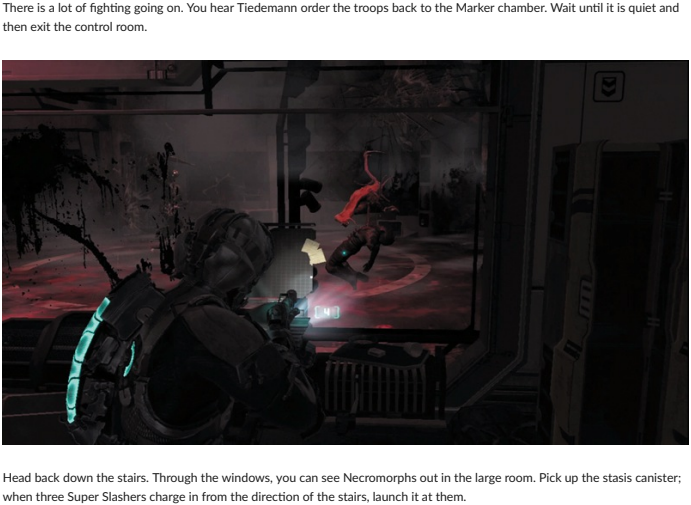
You emerge in a room to the side of the security force. You can see their laser sights waiting for you to emerge from the restroom. However, you have other plans. Search the lockers and then head up the stairs.



Enter a control room and search the locker before saving your progress at a save station. Now use kinesis to remove a GRIP panel and then pull out a power cell.



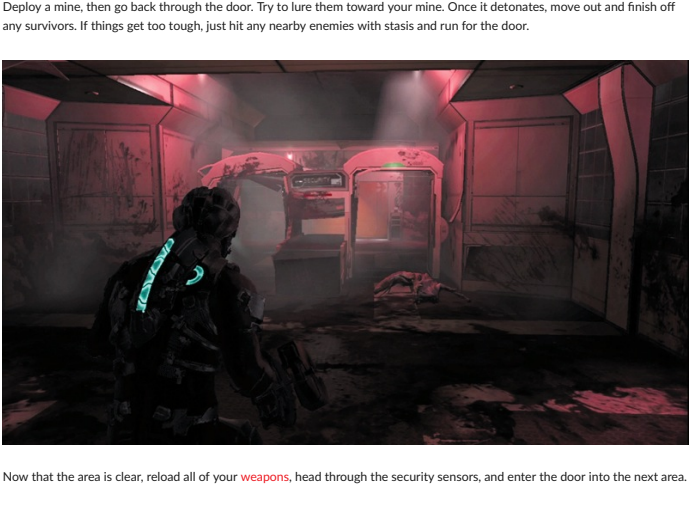
The power in the area goes out, leaving the security troops below in the dark just as several Necromorphs start charging in. There is a lot of fighting going on. You hear Tiedemann order the troops back to the Marker chamber. Wait until it is quiet and then exit the control room.



Head back down the stairs. Through the windows, you can see Necromorphs out in the large room. Pick up the stasis canister; when three Super Slashers charge in from the direction of the stairs, launch it at them.

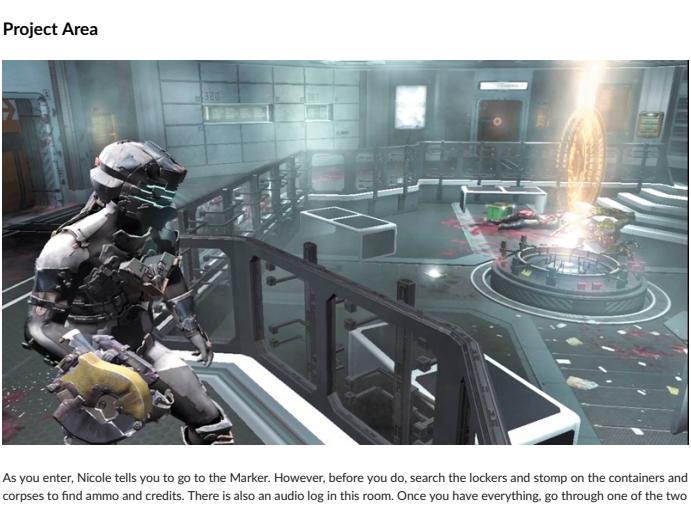
Then blow them apart with the contact beam. An Infector will join them, so kill it as well. Once they are down, head through the door into the larger room. There is an Exploder, a Puker, and Swarm out there.

Deploy a mine, then go back through the door. Try to lure them toward your mine. Once it detonates, move out and finish off any survivors. If things get too tough, just hit any nearby enemies with stasis and run for the door.



Now that the area is clear, reload all of your weapons, head through the security sensors, and enter the door into the next area.

Project Area



As you enter, Nicole tells you to go to the Marker. However, before you do, search the lockers and stomp on the containers and corpses to find ammo and credits. There is also an audio log in this room. Once you have everything, go through one of the two doors that lead to the project entrance scan room.

// Audio Log: Same Signal

Bonnie Worthington, Research log 16-671

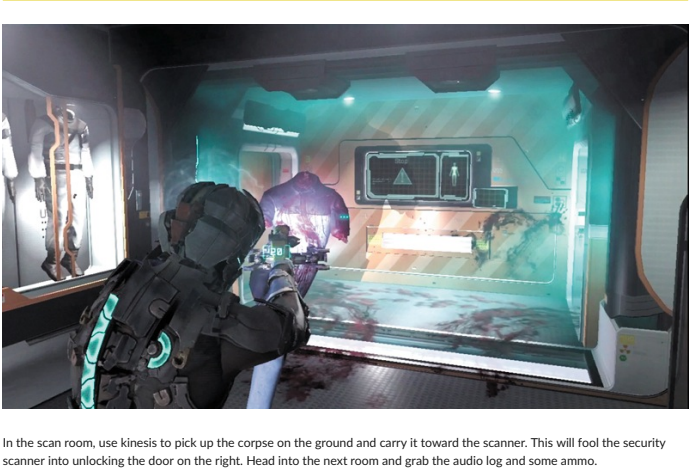
It's the same signal. Dementia and codes and blueprints are all caused by the same signal from the Marker. It's the people who are different. Smart people "see" codes and blueprints, but to everyone else, it's just noise. Noise that drives you mad.

Get to the Marker

Nicole says I'm getting close to the Marker. She says I'll know what to do. I hope she is right.

Note

After Nicole speaks you to, your locator will once again plot the path to your objective.



In the scan room, use kinesis to pick up the corpse on the ground and carry it toward the scanner. This will fool the security scanner into unlocking the door on the right. Head into the next room and grab the audio log and some ammo.

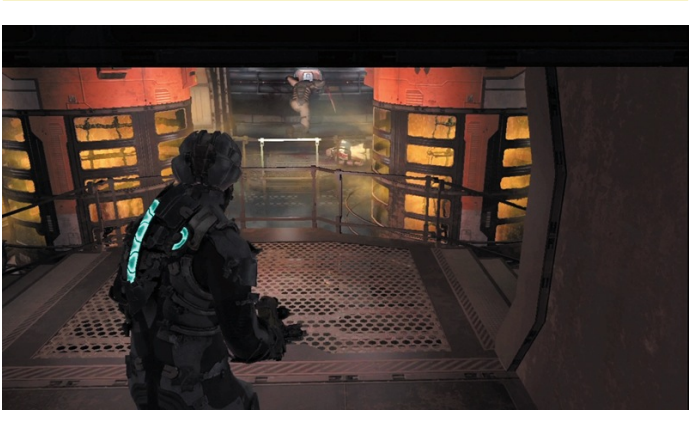
// Audio Log: Patient Four

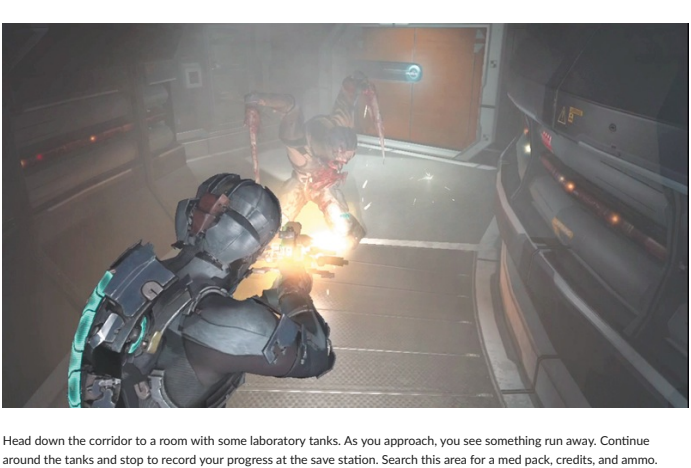
Kinner Phelps

Research log 43-509

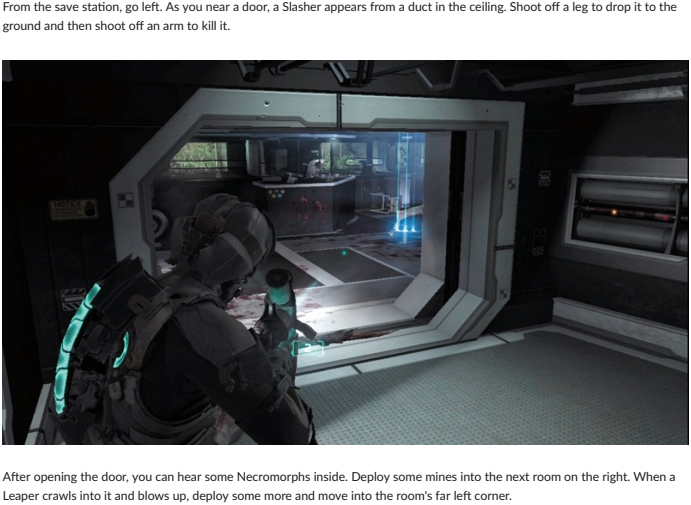
I can't stop thinking about the formulas from Patient 4's last session. They are so clearly ordered, they keep playing back in my mind. The final configuration seems within reach. I could almost solve it myself. It's funny, I was telling Travis the other day that it's almost like it "wants" us to succeed.

Once we finally solve this heuristic stabilization problem, we should be able to start growing the layers of the Marker from the mineral baths.

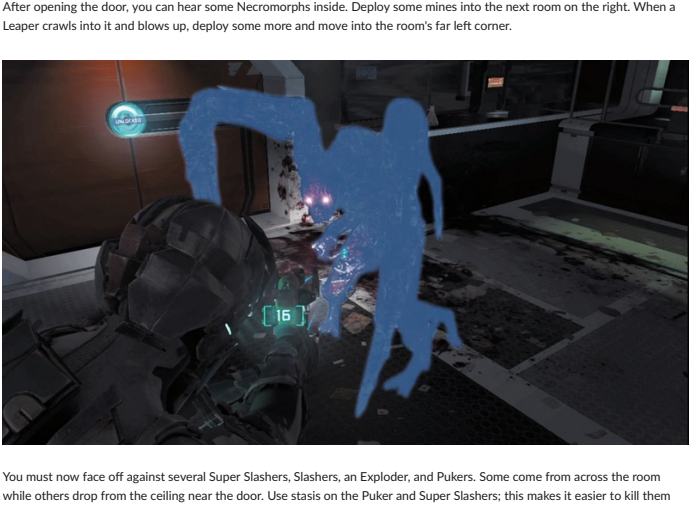




Head down the corridor to a room with some laboratory tanks. As you approach, you see something run away. Continue around the tanks and stop to record your progress at the save station. Search this area for a med pack, credits, and ammo. From the save station, go left. As you near a door, a Slasher appears from a duct in the ceiling. Shoot off a leg to drop it to the ground and then shoot off an arm to kill it.



After opening the door, you can hear some Necromorphs inside. Deploy some mines into the next room on the right. When a Leaper crawls into it and blows up, deploy some more and move into the room's far left corner.

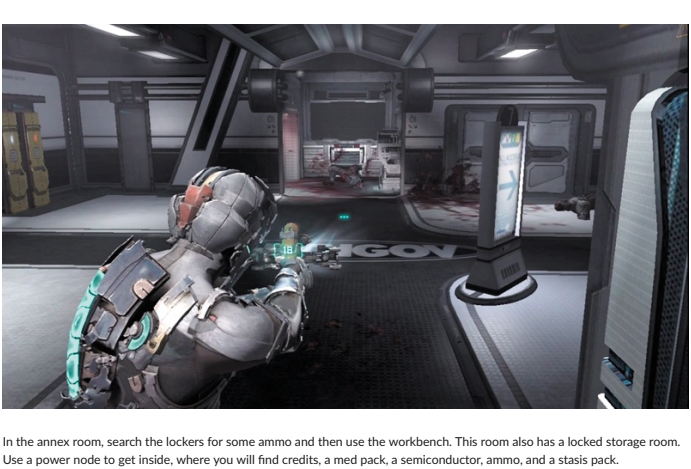


You must now face off against several Super Slashers, Slashers, an Exploder, and Pukers. Some come from across the room while others drop from the ceiling near the door. Use stasis on the Puker and Super Slashers; this makes it easier to kill them without getting hurt. When it is quiet, search for ammo, a container, and an audio log. Now exit the room through the other door, head down a ramp, and into the project annex.

// Audio Log: Shield Questions

The dampening system built into the shielding around the Marker Test Beds SHOULD be blocking the signal entirely. But I swear the dementia signal is STILL getting through.

Not a single thing registers on any sensor outside the shield walls. Put the same sensor inside with the Marker, and it goes off the charts. We've either missed something entirely, or...I don't know what. If we have, heaven help us.



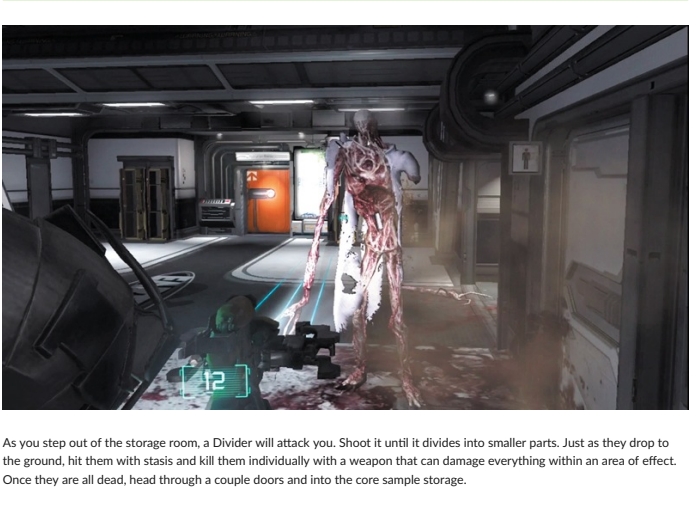
In the annex room, search the lockers for some ammo and then use the workbench. This room also has a locked storage room. Use a power node to get inside, where you will find credits, a med pack, a semiconductor, ammo, and a stasis pack.

Note

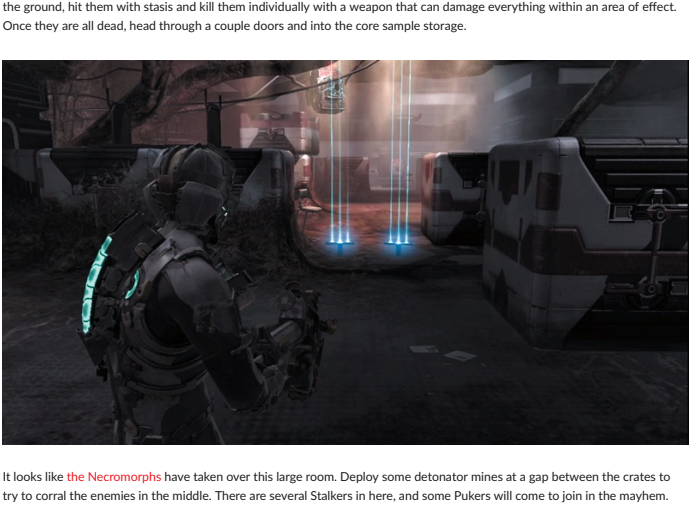
By now, you should have your stasis and RIG completely upgraded. Next, upgrade your weapons to make them more effective. Some even have a unique ability if you place a power node in the special slot.

// Picking Favorites

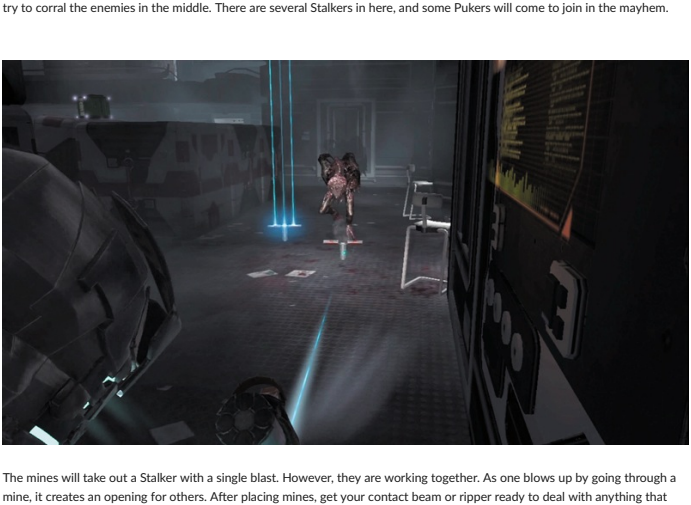
Upgrade one of your weapons completely to get the Picking Favorites Achievement/Trophy.



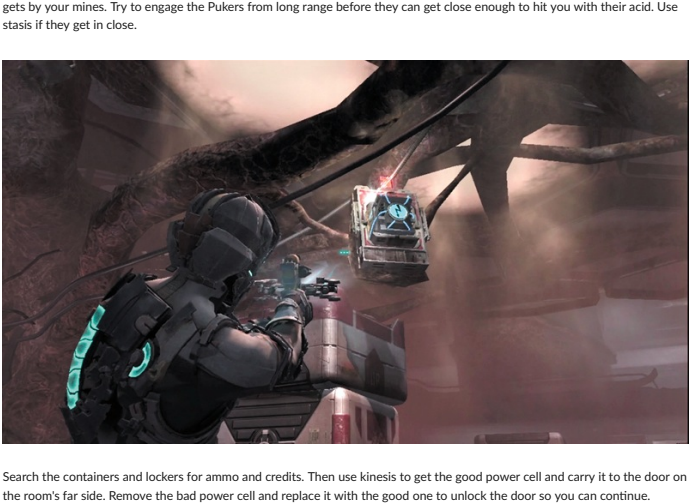
As you step out of the storage room, a Divider will attack you. Shoot it until it divides into smaller parts. Just as they drop to the ground, hit them with stasis and kill them individually with a weapon that can damage everything within an area of effect. Once they are all dead, head through a couple doors and into the core sample storage.



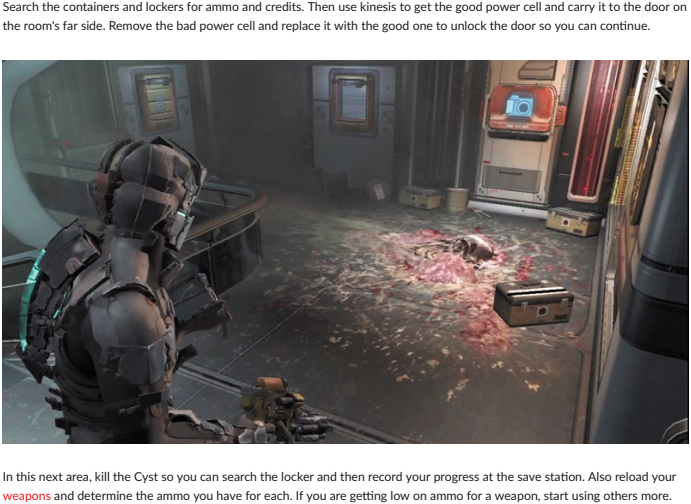
It looks like the Necromorphs have taken over this large room. Deploy some detonator mines at a gap between the crates to try to corral the enemies in the middle. There are several Stalkers in here, and some Pukers will come to join in the mayhem.



The mines will take out a Stalker with a single blast. However, they are working together. As one blows up by going through a mine, it creates an opening for others. After placing mines, get your contact beam or ripper ready to deal with anything that gets by your mines. Try to engage the Pukers from long range before they can get close enough to hit you with their acid. Use stasis if they get in close.

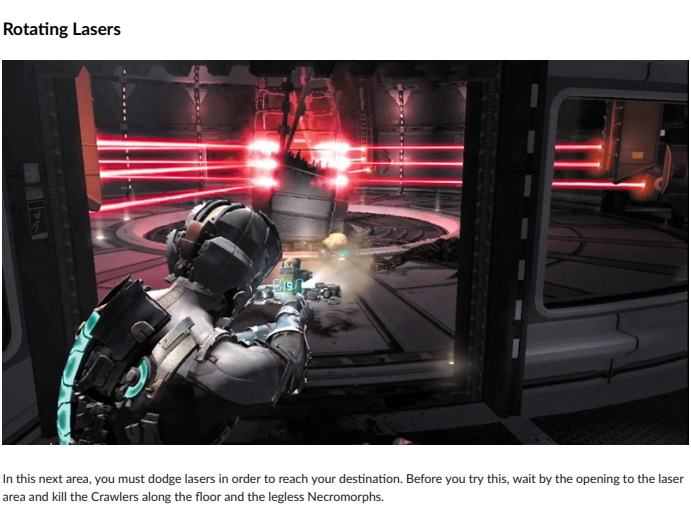


Search the containers and lockers for ammo and credits. Then use kinesis to get the good power cell and carry it to the door on the room's far side. Remove the bad power cell and replace it with the good one to unlock the door so you can continue.

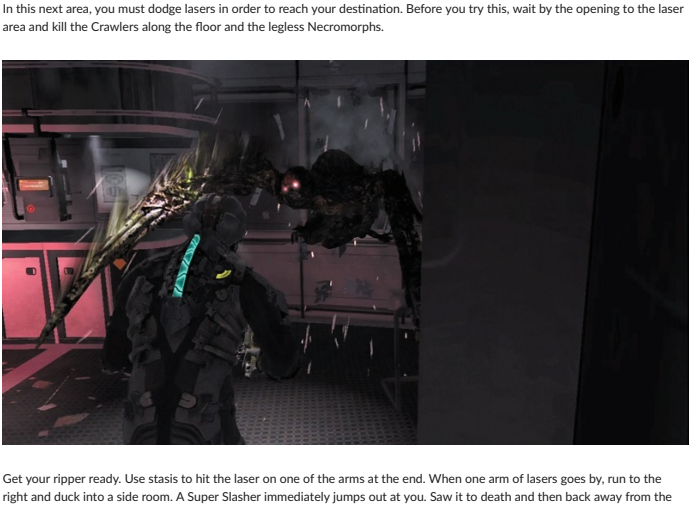


In this next area, kill the Cyst so you can search the locker and then record your progress at the save station. Also reload your weapons and determine the ammo you have for each. If you are getting low on ammo for a weapon, start using others more. Now head down the ramp and exit through the door at the bottom.

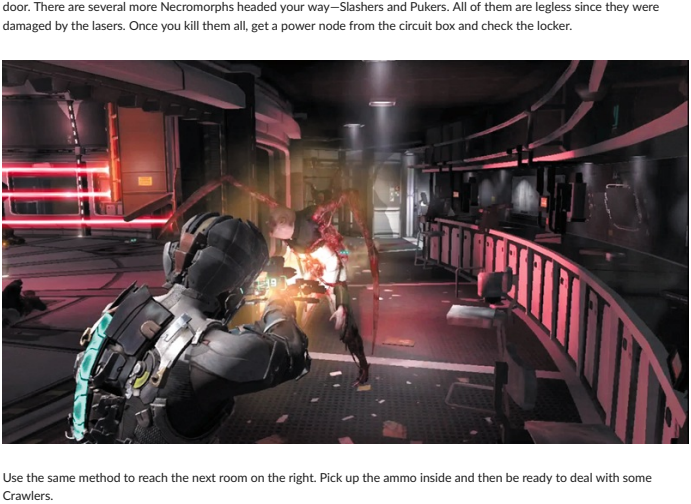
Rotating Lasers



In this next area, you must dodge lasers in order to reach your destination. Before you try this, wait by the opening to the laser area and kill the Crawlers along the floor and the legless Necromorphs.



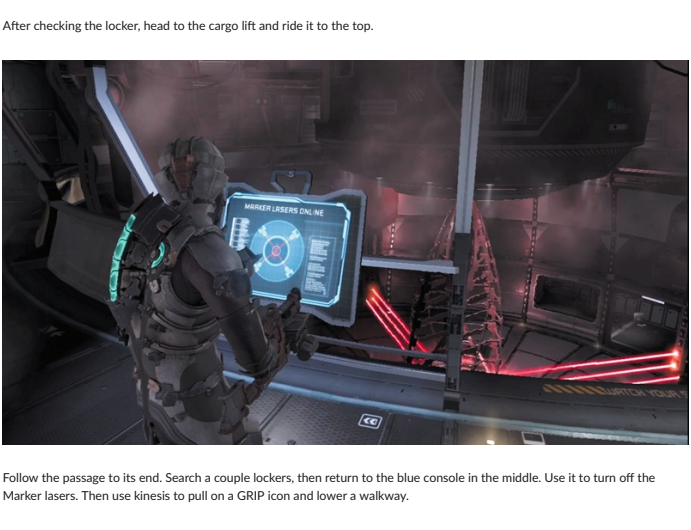
Get your ripper ready. Use stasis to hit the laser on one of the arms at the end. When one arm of lasers goes by, run to the right and duck into a side room. A Super Slasher immediately jumps out at you. Saw it to death and then back away from the door. There are several more Necromorphs headed your way—Slashers and Pukers. All of them are legless since they were damaged by the lasers. Once you kill them all, get a power node from the circuit box and check the locker.



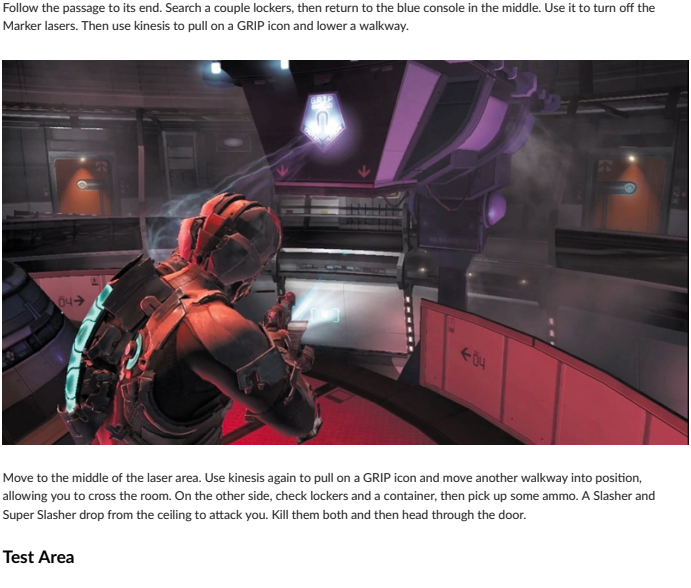
Use the same method to reach the next room on the right. Pick up the ammo inside and then be ready to deal with some Crawlers.

Continue around through the laser area to the third side room. Be ready to kill two Slashers that charge you as well as a legless one who comes at you from the laser area.

After checking the locker, head to the cargo lift and ride it to the top.

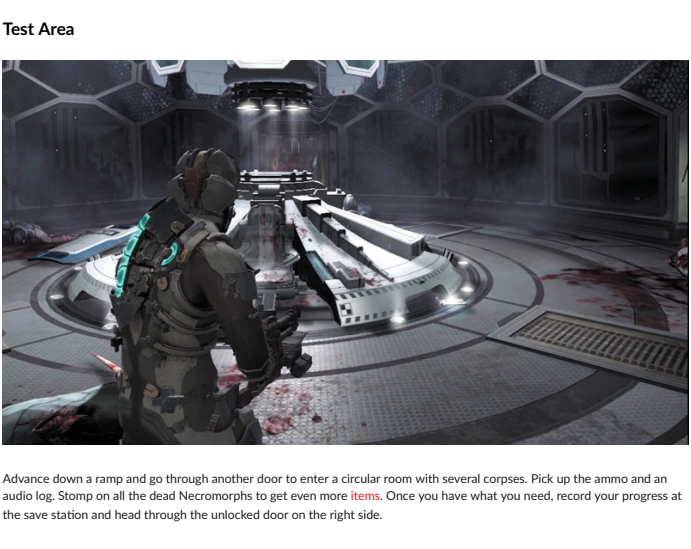


Follow the passage to its end. Search a couple lockers, then return to the blue console in the middle. Use it to turn off the Marker lasers. Then use kinesis to pull on a GRIP icon and lower a walkway.



Move to the middle of the laser area. Use kinesis again to pull on a GRIP icon and move another walkway into position, allowing you to cross the room. On the other side, check lockers and a container, then pick up some ammo. A Slasher and Super Slasher drop from the ceiling to attack you. Kill them both and then head through the door.

Test Area



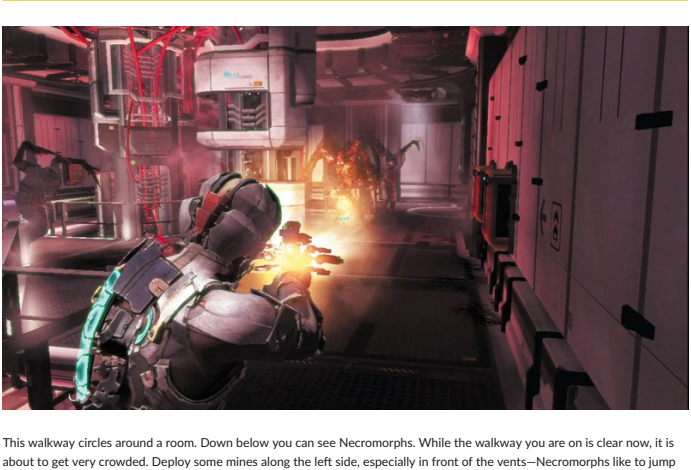
Advance down a ramp and go through another door to enter a circular room with several corpses. Pick up the ammo and an audio log. Stomp on all the dead Necromorphs to get even more items. Once you have what you need, record your progress at the save station and head through the unlocked door on the right side.

// Audio Log: Marker Success!

Kinner Phelps

Research log 43-546

Success. The Marker layer held up. It is a fully expressed physical representation of the heuristic algorithms from Patient 4, with no breakdowns. The construction schedule begins in earnest tomorrow. Celebration is tonight. I hope I don't black out in the middle of the party. I'm anxious for some reason.

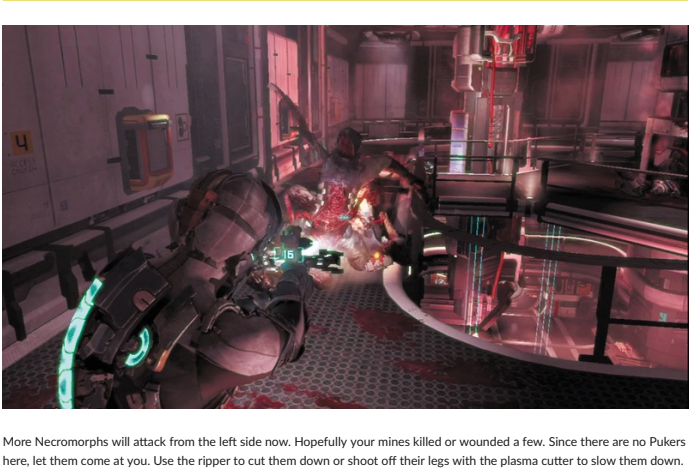


This walkway circles around a room. Down below you can see Necromorphs. While the walkway you are on is clear now, it is about to get very crowded. Deploy some mines along the left side, especially in front of the vents—Necromorphs like to jump out from these. Deploy more mines farther along the area's right side, then shoot the heads off the Crawlers so you can use the explosive sacks for other enemies.

About this time, a large group of Slashers, Super Slashers, and Pukers will start heading your way from the right side. Quickly deploy more mines in front of them to slow them down. Then start shooting off their legs or killing them outright with the contact beam.

Issac's Log

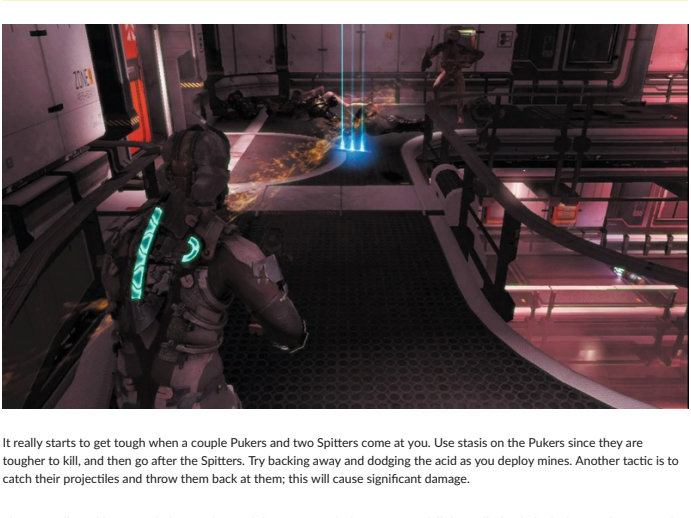
As the first wave of Necromorphs came at me, I picked up an explosive sack left behind by a Crawler and launched it right into the group. As they were blown back, I deployed a couple mines in front of them to try thinning them out. When several Necromorphs were coming right at me, I used the contact beam's alt-fire mode to push them back. Stasis also came in very handy. I hit the Pukers with it so I could keep them at a distance and out of acid-spitting range.



More Necromorphs will attack from the left side now. Hopefully your mines killed or wounded a few. Since there are no Pukers here, let them come at you. Use the ripper to cut them down or shoot off their legs with the plasma cutter to slow them down. Finish them off by shooting off their arms.

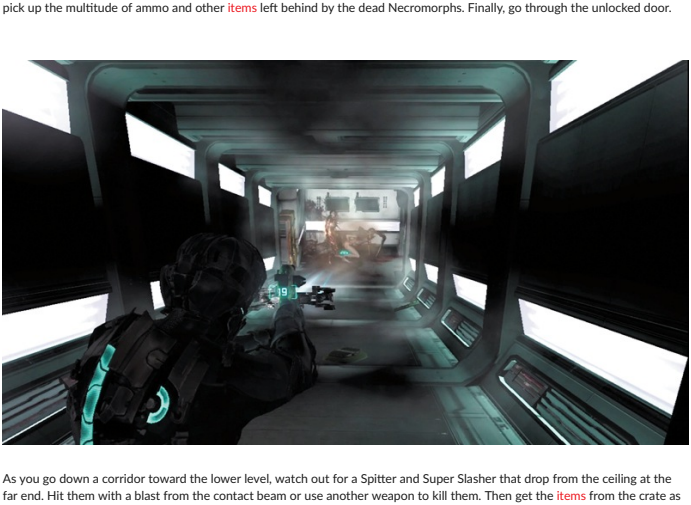
Note

If you have been upgrading the plasma cutter, it is quite powerful by now, and its special ability causes some additional burning damage.

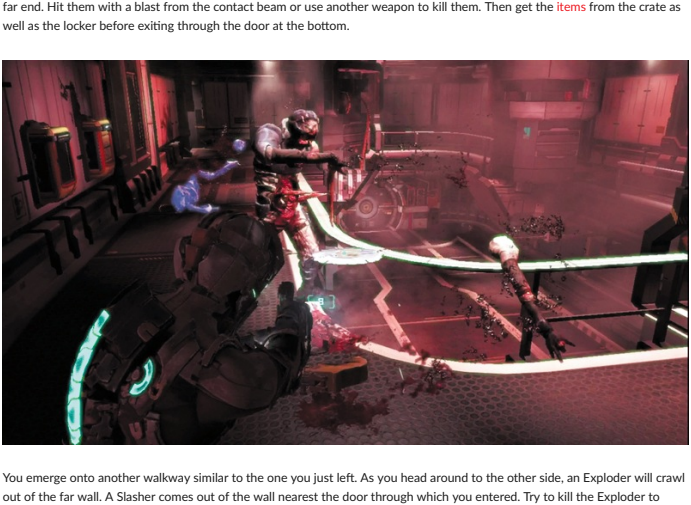


It really starts to get tough when a couple Pukers and two Spitters come at you. Use stasis on the Pukers since they are tougher to kill, and then go after the Spitters. Try backing away and dodging the acid as you deploy mines. Another tactic is to catch their projectiles and throw them back at them; this will cause significant damage.

They are followed by an Exploder, a Puker, and then a Super Slasher. After you kill them all, check the lockers in this area and pick up the multitude of ammo and other items left behind by the dead Necromorphs. Finally, go through the unlocked door.

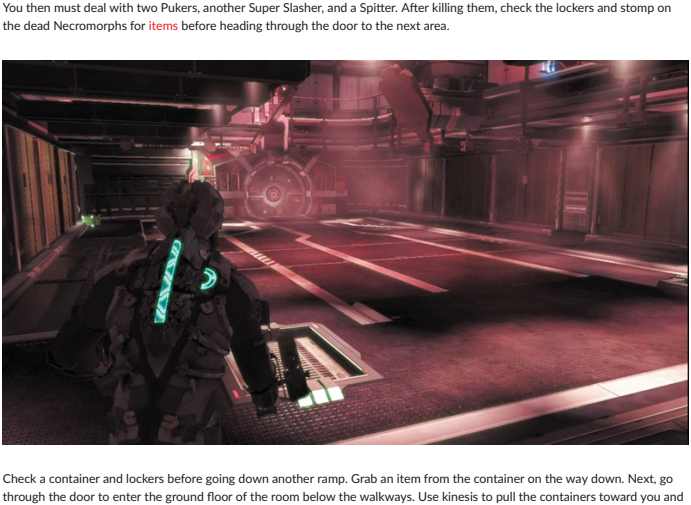


As you go down a corridor toward the lower level, watch out for a Spitter and Super Slasher that drop from the ceiling at the far end. Hit them with a blast from the contact beam or use another weapon to kill them. Then get the items from the crate as well as the locker before exiting through the door at the bottom.

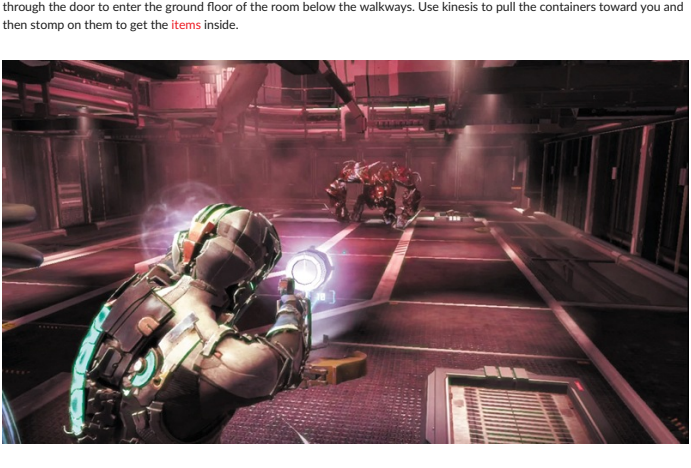


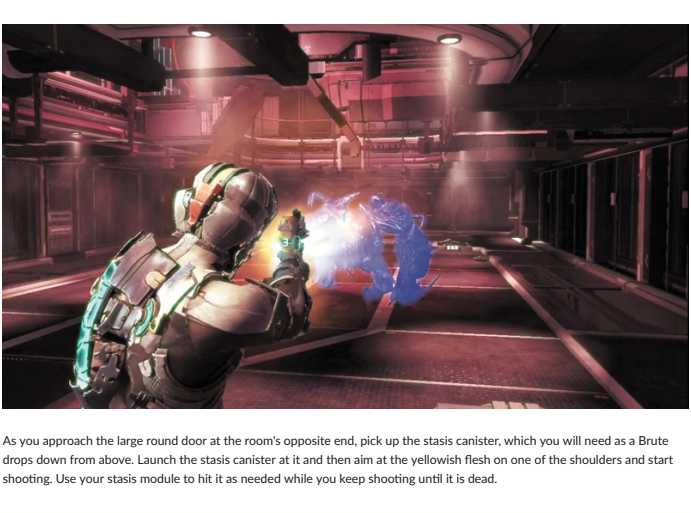
You emerge onto another walkway similar to the one you just left. As you head around to the other side, an Exploder will crawl out of the far wall. A Slasher comes out of the wall nearest the door through which you entered. Try to kill the Exploder to keep the sack intact and then deal with the Slasher. Use the sack to attack a Super Slasher that appears next.

You then must deal with two Pukers, another Super Slasher, and a Spitter. After killing them, check the lockers and stomp on the dead Necromorphs for items before heading through the door to the next area.



Check a container and lockers before going down another ramp. Grab an item from the container on the way down. Next, go through the door to enter the ground floor of the room below the walkways. Use kinesis to pull the containers toward you and then stomp on them to get the items inside.

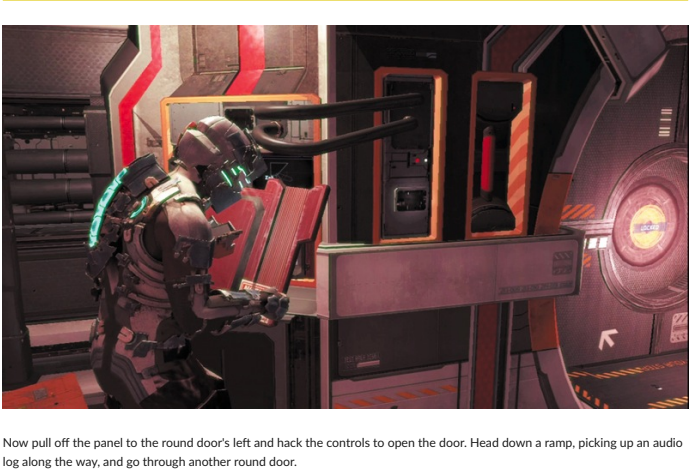




As you approach the large round door at the room's opposite end, pick up the stasis canister, which you will need as a Brute drops down from above. Launch the stasis canister at it and then aim at the yellowish flesh on one of the shoulders and start shooting. Use your stasis module to hit it as needed while you keep shooting until it is dead.

Issac's Log

As this Brute came at me, I slowed it down with stasis and then used the contact beam. Aiming at the creature's weak spots, I fired a few times; that was all it took to bring down this big beast.



Now pull off the panel to the round door's left and hack the controls to open the door. Head down a ramp, picking up an audio log along the way, and go through another round door.

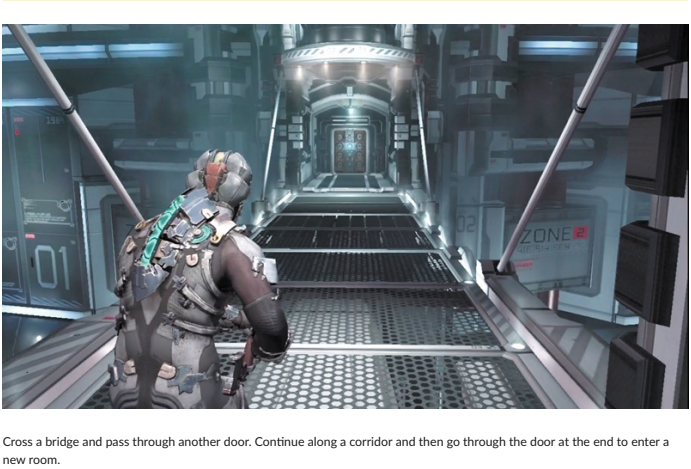
// Audio Log: Tiny Marker

Kinner Phelps

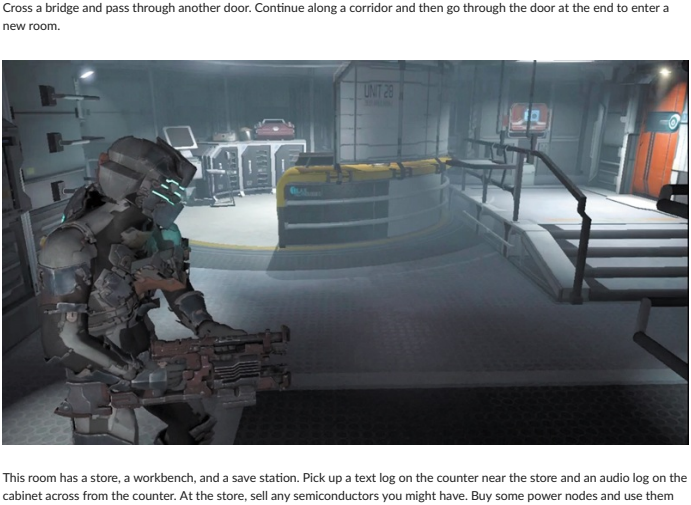
>Research log 43-549

I blacked out early last night and woke up this morning staring at a tiny, fully formed version of the Marker in one of the crystal layer printing baths. I had entered the entire heuristic sequencing algorithm. I can still hear it in my mind, like a song now.

I know the dementia-suppressors are working, but this is something entirely different.



Cross a bridge and pass through another door. Continue along a corridor and then go through the door at the end to enter a new room.



This room has a store, a workbench, and a save station. Pick up a text log on the counter near the store and an audio log on the cabinet across from the counter. At the store, sell any semiconductors you might have. Buy some power nodes and use them to upgrade your weapons and equipment. Use the save station before you leave. Board the elevator and take it up to another level.

Issac's Log

When I reached the store, I had quite a lot of credits. Since I already had all of the weapons and plenty of ammo, I spent most of the credits I had on power nodes. There was a workbench here, and the Necromorphs were getting tougher and more plentiful. I wanted to upgrade my equipment as much as possible. I made sure my stasis and RIG were fully upgraded and then upgraded the plasma cutter and contact beam.

// Text Log: Dire

PRIVATE COMMUNICATION

From: Overseer

Tiedemann,

Disappointed in the evacuation decision.

Consequences will be dire.

That is all.

// Audio Log: It's Making Us Make It!

Kinner Phelps

Research log 43-553

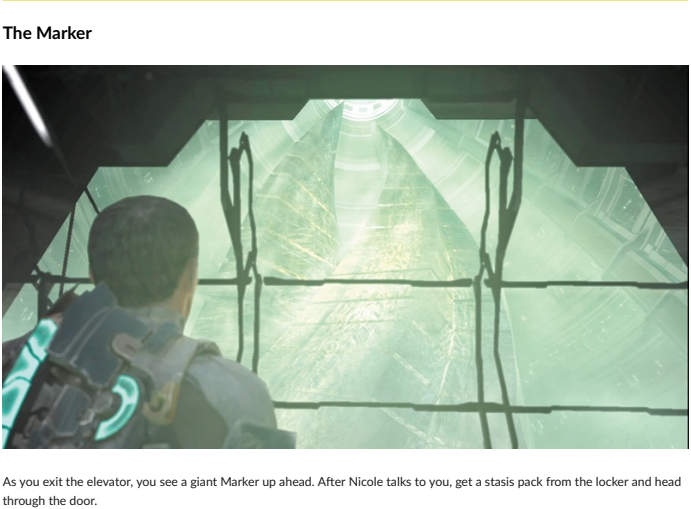
I'm convinced we are puppets of some alien influence. I no longer believe we are in control of this project, or ever were. I believe even our rationalizations for this whole project are an illusion, planted by the forces behind the original Marker, the Black One.

We don't know how to make this thing. It is making us make it this thing. And it's trying to get out. Desperately.

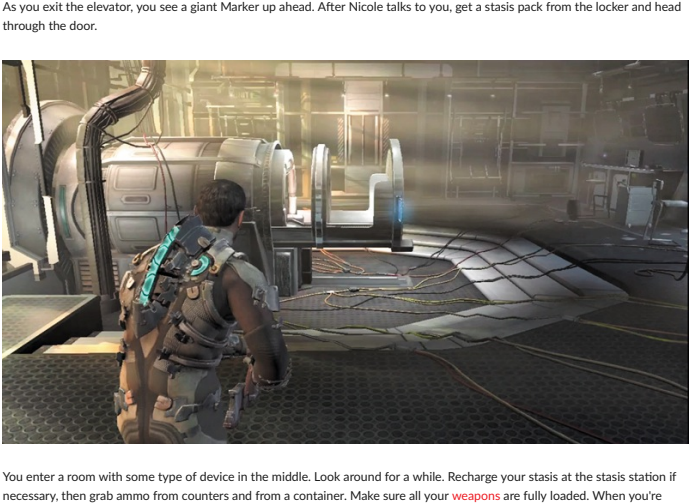
I'm under security watch after taking a sledgehammer to the tiny Marker I built last week. We need to destroy everything we've built here, and destroy every record, every shred of research. They were right the first time on Aegis VII—this is beyond our ability to know or control!

I have to go. My supervisor is whispering to the security guard.

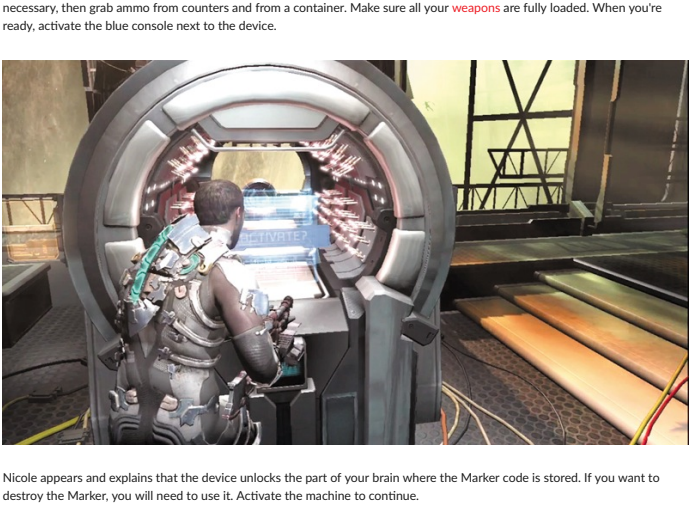
The Marker



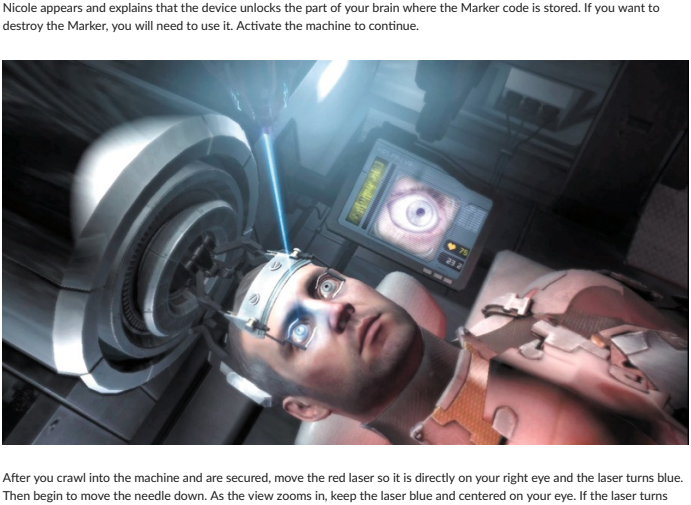
As you exit the elevator, you see a giant Marker up ahead. After Nicole talks to you, get a stasis pack from the locker and head through the door.



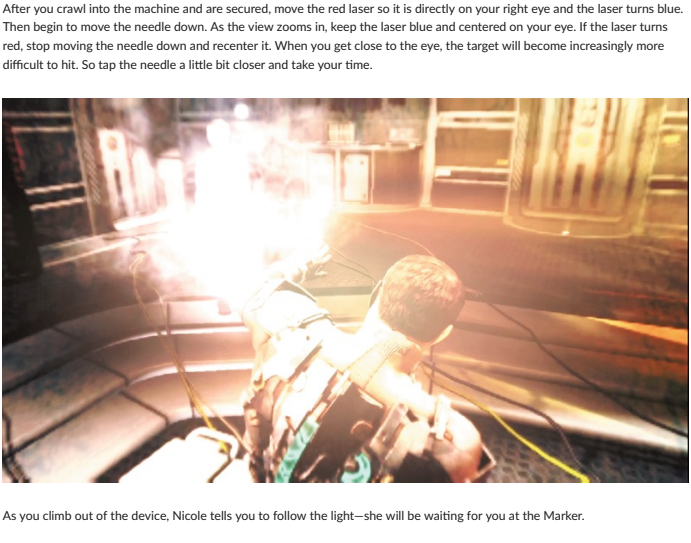
You enter a room with some type of device in the middle. Look around for a while. Recharge your stasis at the stasis station if necessary, then grab ammo from counters and from a container. Make sure all your weapons are fully loaded. When you're ready, activate the blue console next to the device.



Nicole appears and explains that the device unlocks the part of your brain where the Marker code is stored. If you want to destroy the Marker, you will need to use it. Activate the machine to continue.



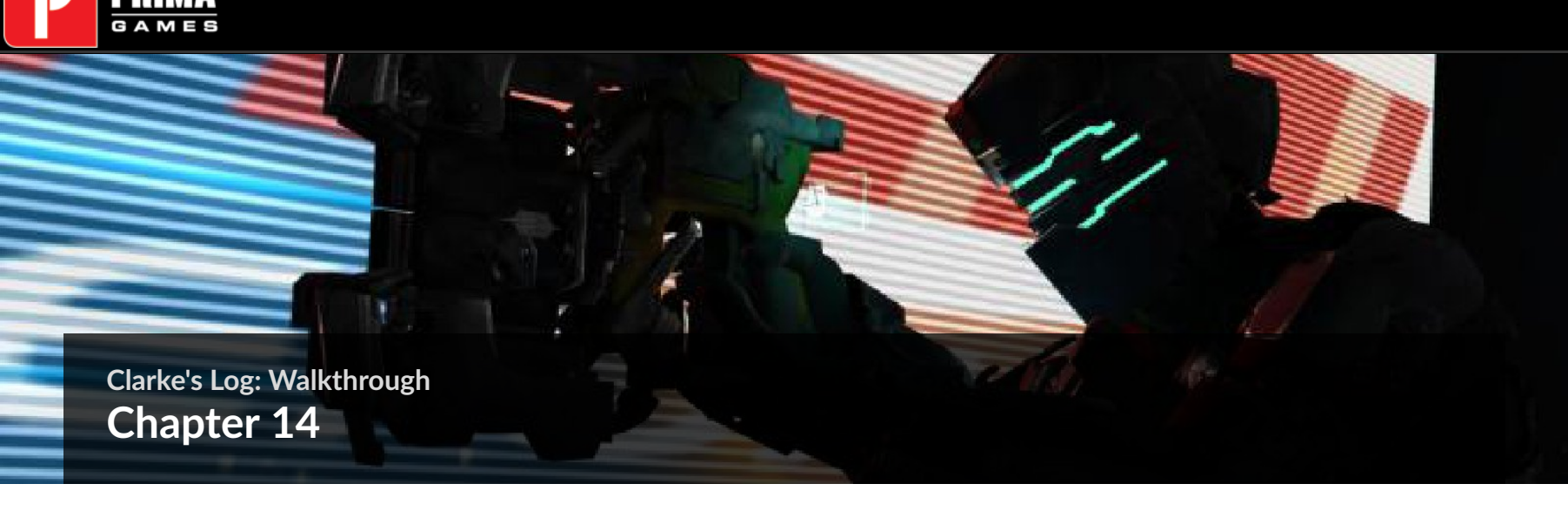
After you crawl into the machine and are secured, move the red laser so it is directly on your right eye and the laser turns blue. Then begin to move the needle down. As the view zooms in, keep the laser blue and centered on your eye. If the laser turns red, stop moving the needle down and recenter it. When you get close to the eye, the target will become increasingly more difficult to hit. So tap the needle a little bit closer and take your time.



As you climb out of the device, Nicole tells you to follow the light—she will be waiting for you at the Marker.

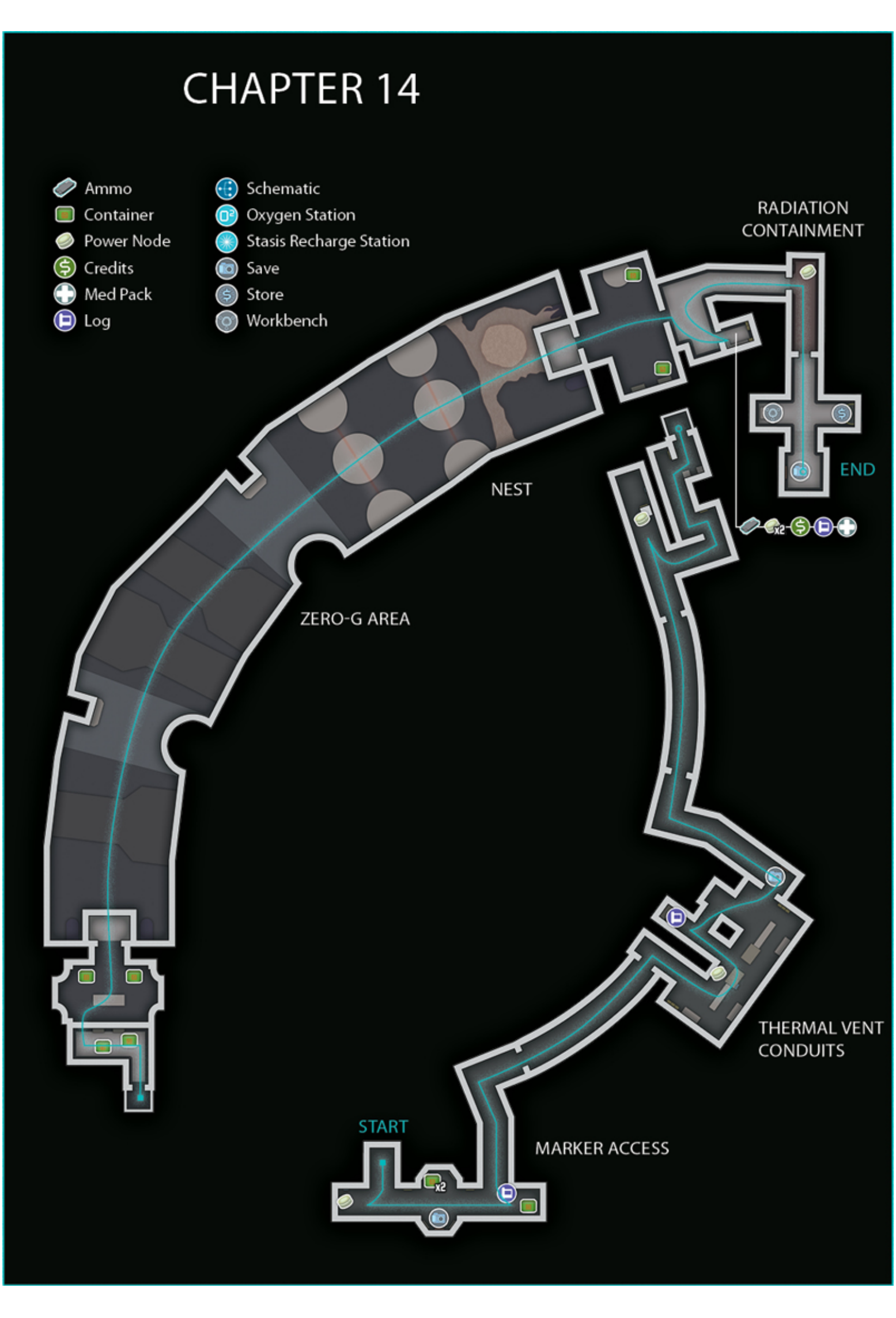
// Cross Your Heart, Hope to Die

Survive the Eye Poke Machine and you will be rewarded for your pain with the Cross Your Heart, Hope to Die Achievement/Trophy.

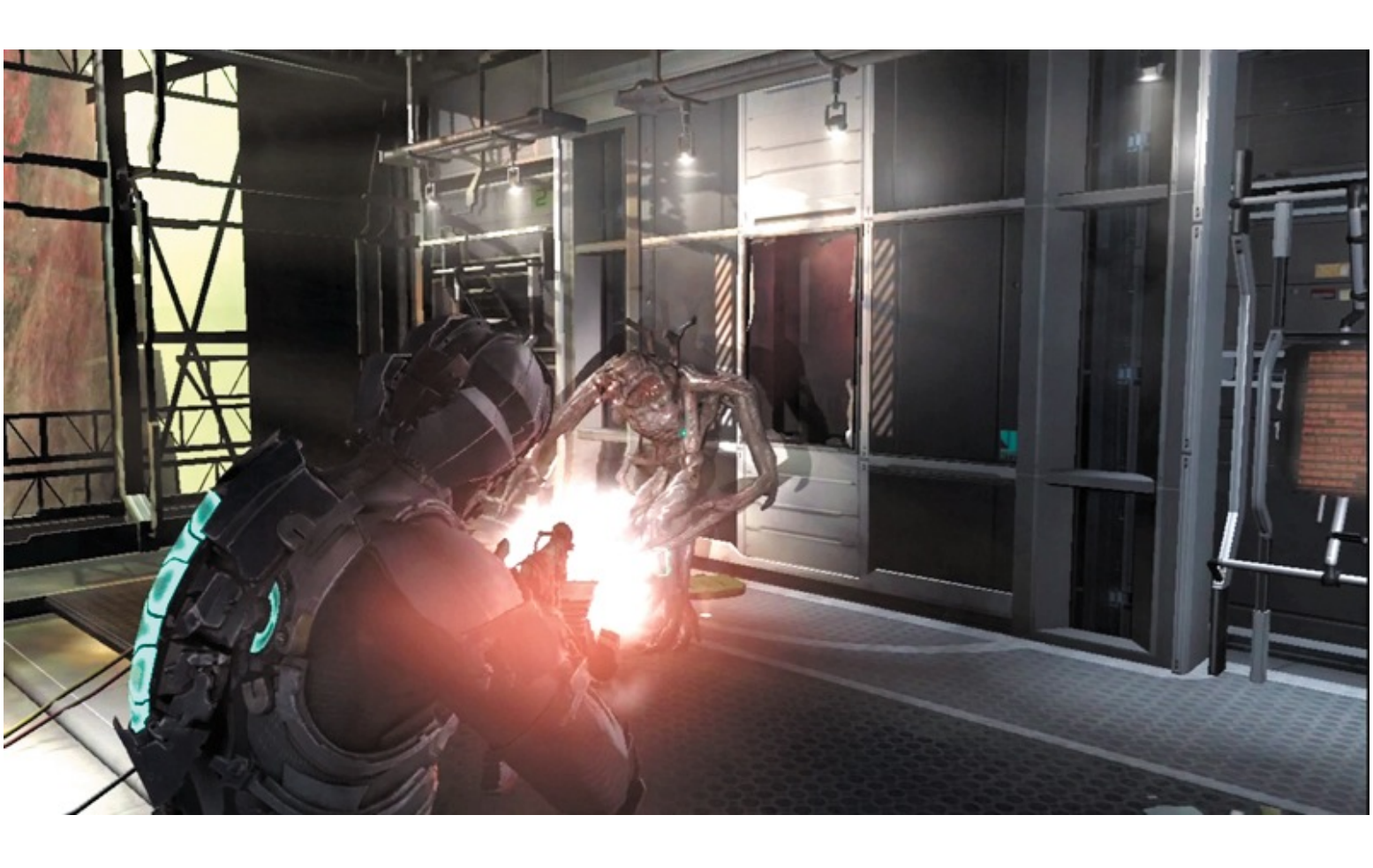


Clarke's Log: Walkthrough

Chapter 14



Marker Access and a New Threat Get to the Marker



Once you have completed the needle-in-the-eye process, a new type of Necromorph climbs into the room—an Ubermorph. Shoot off its legs and arms or use whatever weapon you want to destroy it.

However, this Necromorph won't die. Within about five seconds, it will regenerate lost limbs and go on the attack again. One strategy for dealing with the Ubermorph is to dismember it, then put it in stasis so it slows down the regeneration. From now on, while there is an Ubermorph around, you are never safe.

Issac's Log

After dismembering the Ubermorph the first time I encountered it, I figured it was dead and gone. However, I could not believe my eyes when the corpse began to twitch, and within a matter of seconds, a fully re-formed Ubermorph began to attack me again.

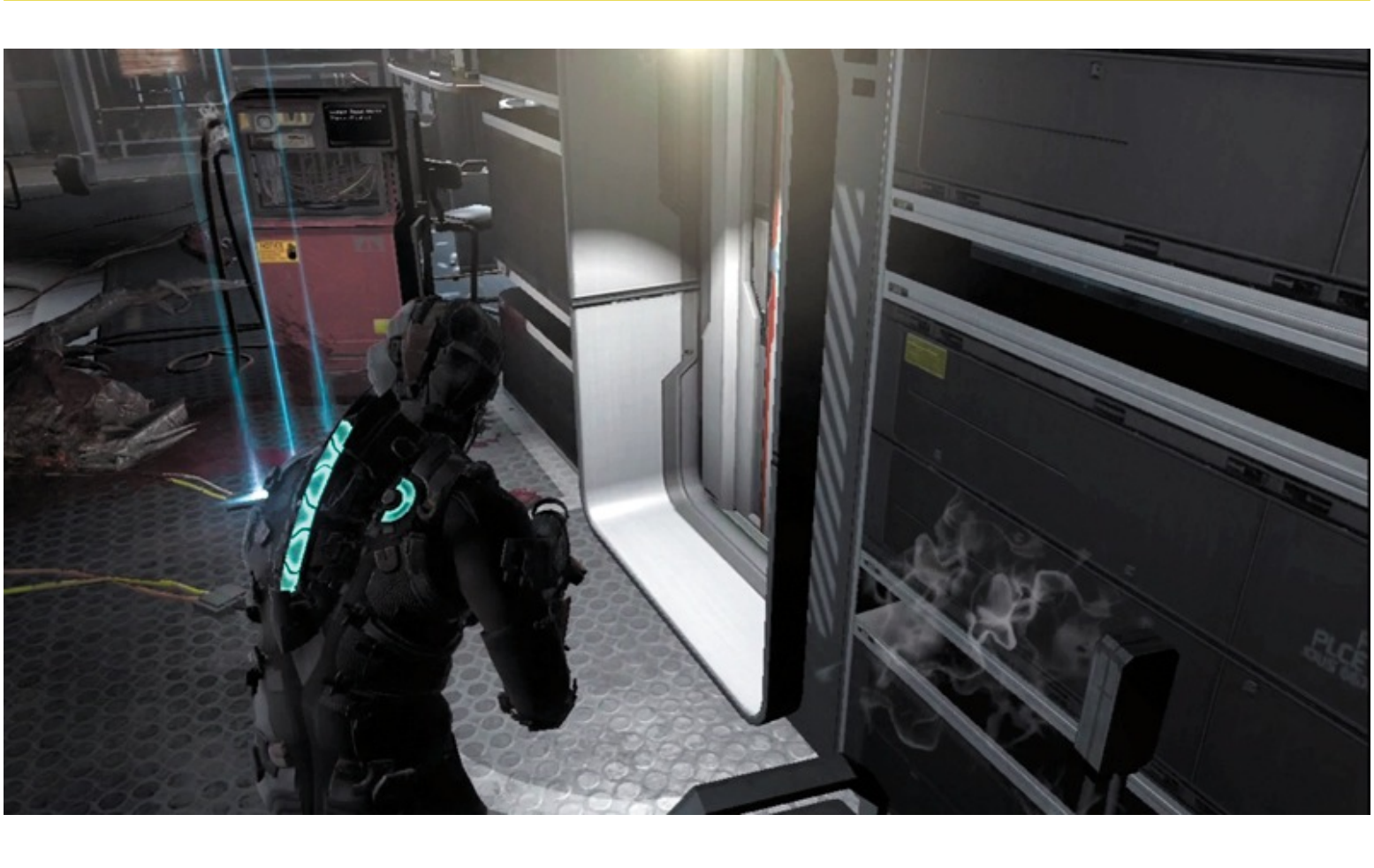
I then blew it apart one more time and hit it with stasis. This gave me time to finish my business and get out. However, I always kept an eye on a downed Ubermorph so I could drop it to the ground again as needed.

Luckily there is a stasis station in this room. Use it to recharge your stasis module so you can keep the Ubermorph down and slow its regeneration process. However, before you can get out of this room, you must hack a console. Make sure the Ubermorph is down and in stasis before you begin hacking. Maybe even deploy a few mines around it so it will take some damage after it gets up and starts coming toward you.

You can't stop the hack process and resume it in the same place later—you must start it all over again. Therefore, try to get it right the first time, then deal with the Ubermorph one more time. However, if the Ubermorph does get close to you, back out of the hack so you don't take damage from this enemy.

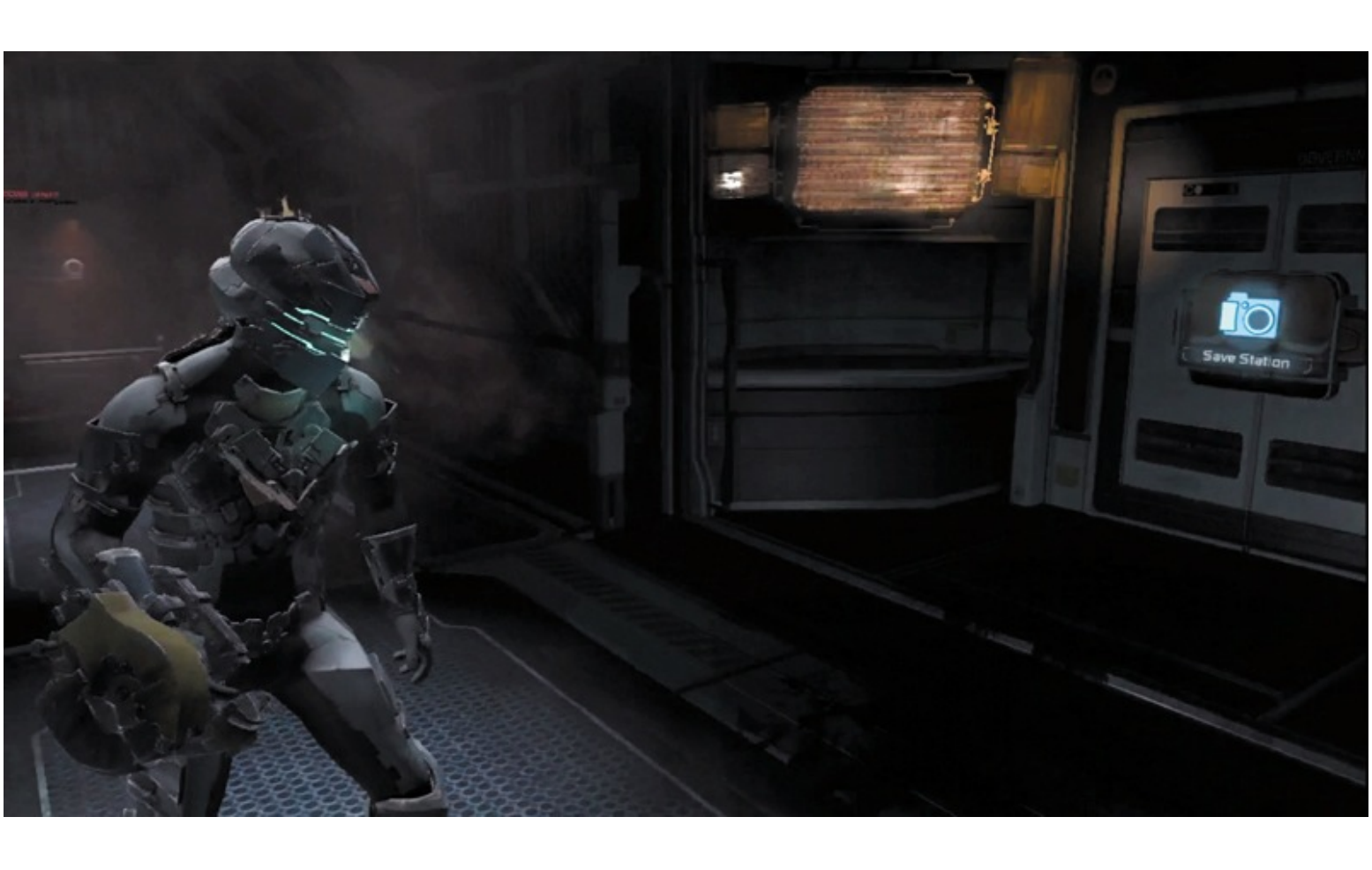
Note

The Ubermorph will continue to regenerate and attack you. It never gives up. Don't waste ammo attacking it while it is regenerating. You can't harm it. Wait until it is up and moving before resuming your attacks. Or better yet, run away.



After you unlock the door, destroy the Ubermorph so it can't follow you. Then recharge your stasis and head into a corridor. After the door closes, reload all of your weapons before continuing.

Marker Access



Check to the right at the first intersection and get a power node from a circuit box. Then advance down the corridor. Check the lockers and containers for useful items. Since you don't get anything from the Ubermorph (because you don't kill it), you need to get ammo wherever you can find it.

There is also an audio log in this corridor. After you clean out the area, record your progress at the save station. At the corridor's end, turn right and go through a door into another corridor. Follow it to the end and enter the area with the thermal vent conduits.

// Audio Log: Illegal Evacuation

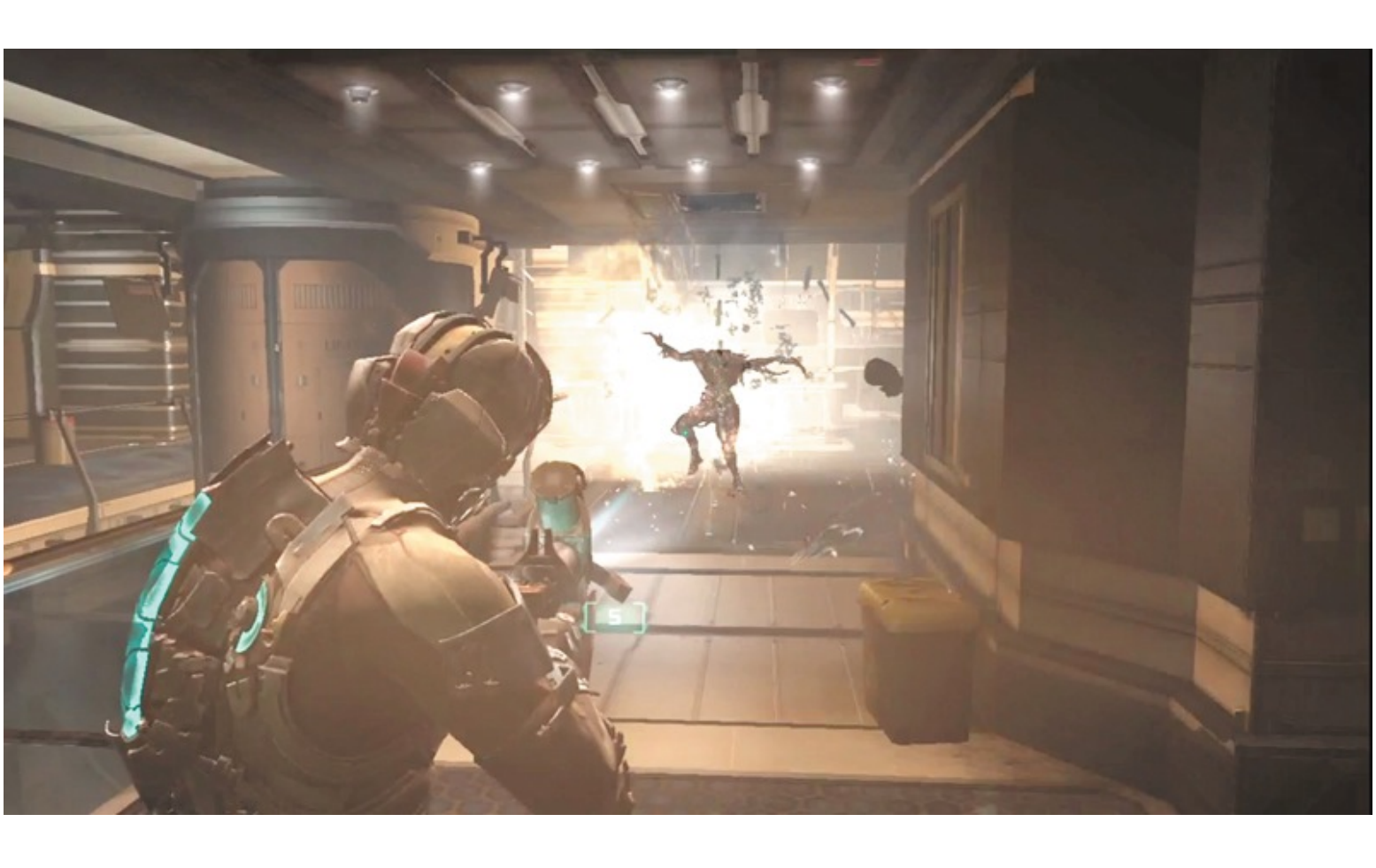
Lars Nordstrom: Tiedemann, this evacuation is illegal. You KNOW THAT.

Tiedemann: Don't you dare tell me what I can and cannot do on my own station. My grandfather was running this place long before you were crapping your diapers, young man.

Lars Nordstrom: I don't need a lecture from you, and you know I'm right. Project protocol specifically forbids evacuation in the event of a breach!

Tiedemann: I have spent my whole life in service of this community, and I will not stand here and watch them die for some project protocols. Now get to your evac shuttle. We can argue about this nonsense in court, assuming we both live to discuss your precious protocols.

Lars Nordstrom: (Sighs.) Very well, sir.



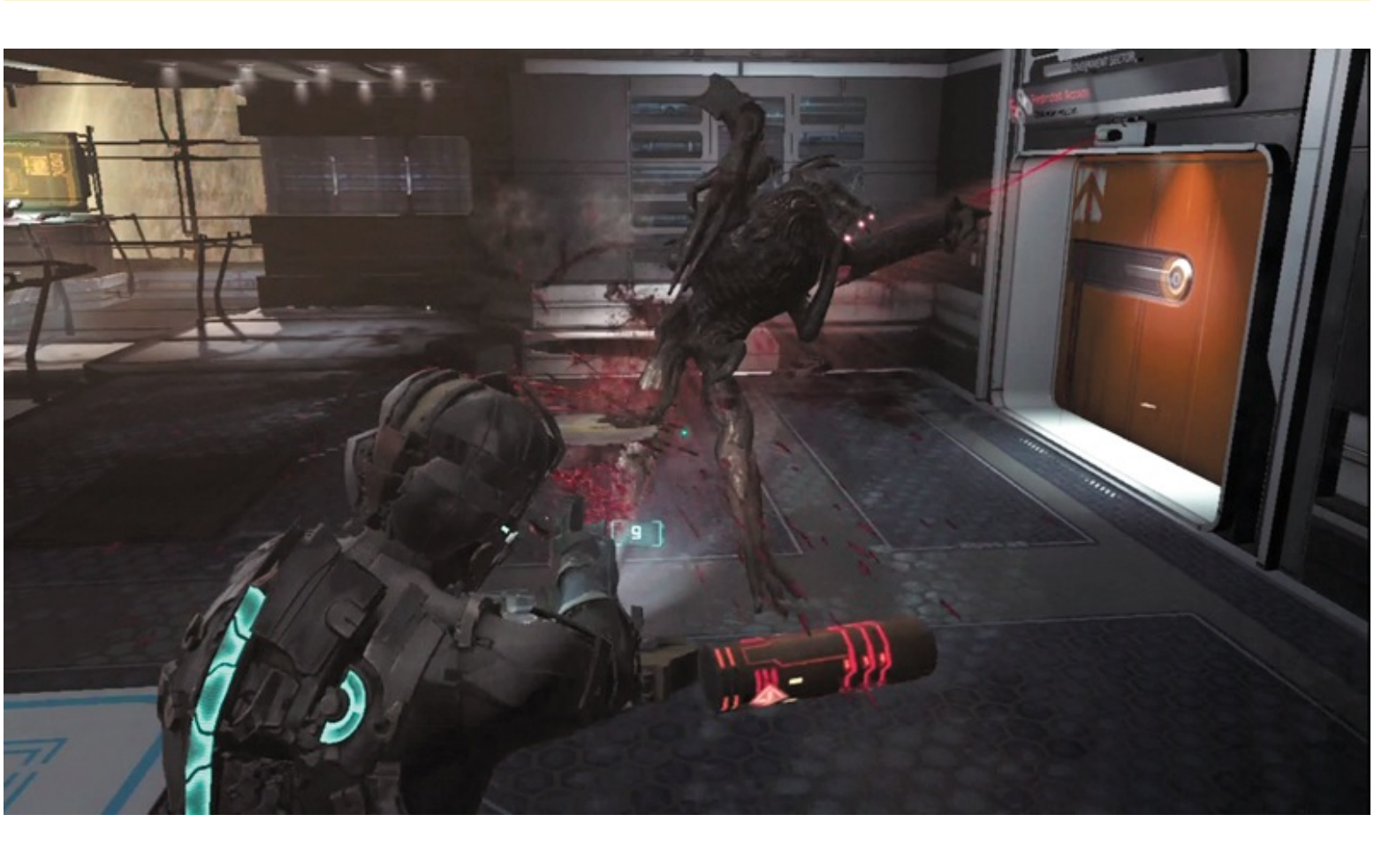
As you enter the next room, turn right and grab the explosive canister with kinesis. As a Puker comes toward you, launch the canister and damage it. You will probably need to shoot off a limb or two to kill it. Now look around the room. You can find ammo and credits in lockers and a power node in a circuit box.

Check by the console with a corpse on it to find an audio log. Take note of this body—you will need it in a bit. Head right to find a metal rod and another explosive canister.

// Audio Log: Evacuation SNAFU

General Machette, this is Sergeant Fattouh. I've located the RIG signals for the remaining 143 sector G personnel. They are locked in and tracking to evac. Shuttle fleet confirms capacity and are standing by.

How did an evacuation get authorized? Tiedemann's going against every protocol for this situation. Now it's too late to stop it, and there's just a mad dash to get everyone off! He must feel responsible for what's happening, and is trying to save as many as he can.

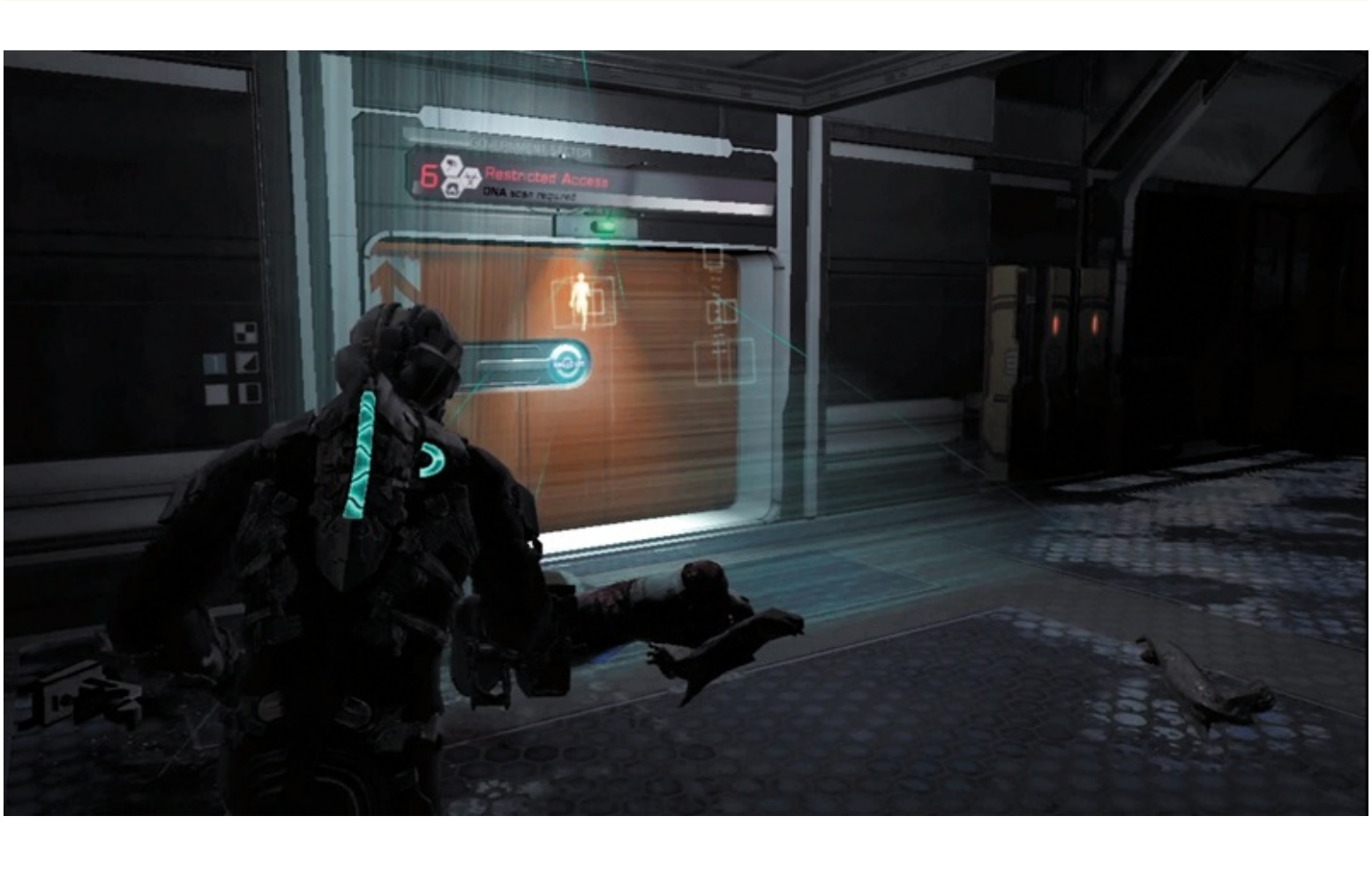


As you approach the door, an Ubermorph drops down from the ceiling and attacks. Launch the objects on the ground at the Ubermorph to take it down and then hit it with stasis. A Puker, followed by a Super Slasher, will also drop into the room, so be ready to deal with them as well.

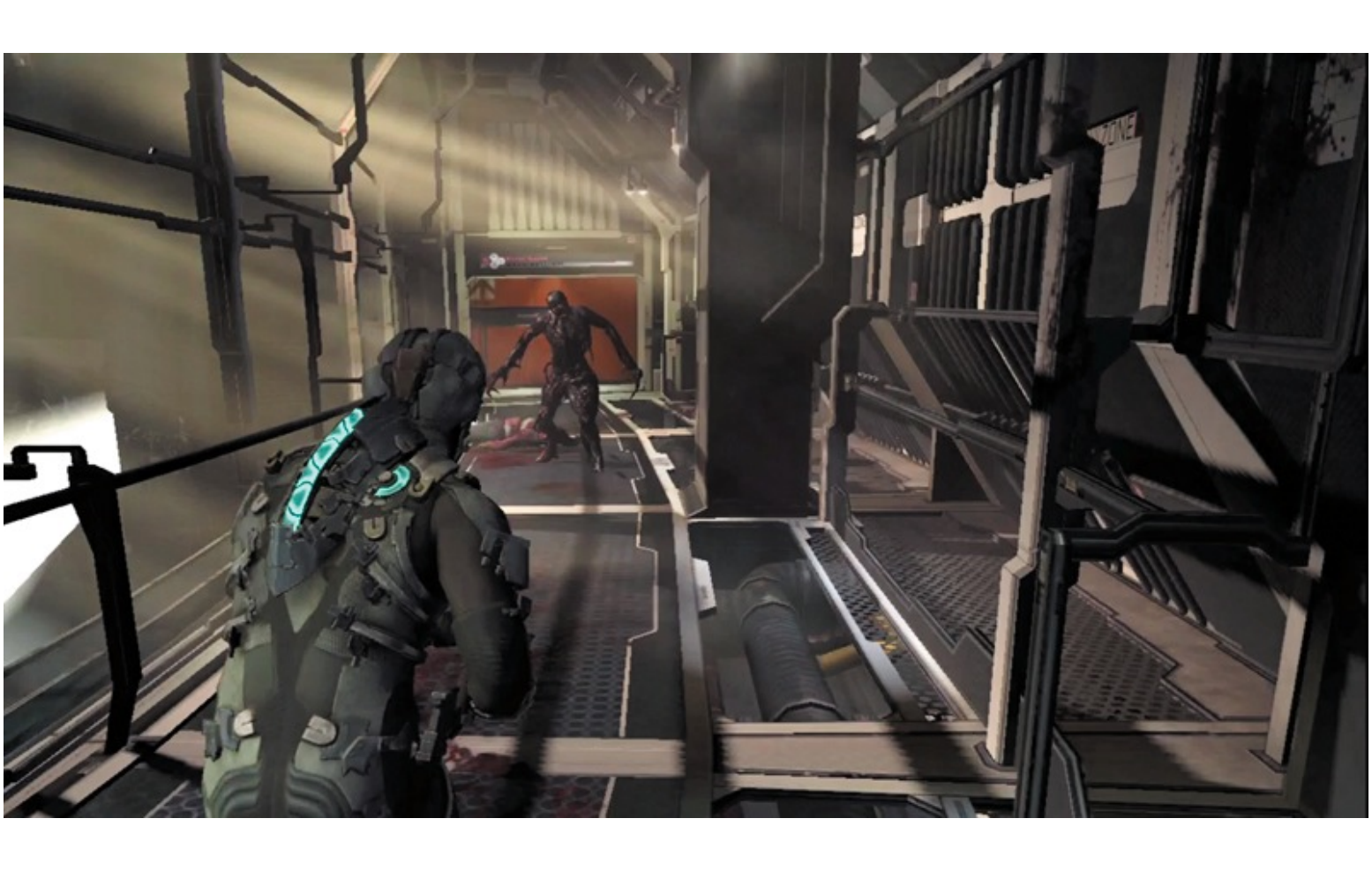
Issac's Log

As I fought the Ubermorph, I began to develop some new tactics. By shooting off its legs, I reduced it to crawling. Also, I noticed that it did not start to regenerate until it was completely destroyed. Therefore, rather than taking it out, I tried to just take off the legs and then hit it with stasis.

After the stasis wore off and the Ubermorph got close to me, I finished it off. I found this reduced the amount of ammo I had to use against an Ubermorph when I had to operate in a room with it. This was more effective than taking it out and then dealing with a completely regenerated Ubermorph a short time later. If I put a mine between a crawling Ubermorph in stasis and me, I could let the mine finish it off and could concentrate on other things.



After you deal with the Necromorphs, grab the body on the console and carry it with kinesis to the door to a restricted access area. The door has a DNA scanner, and the body has the right type of DNA to unlock this door. Before you leave, drop the Ubermorph again.

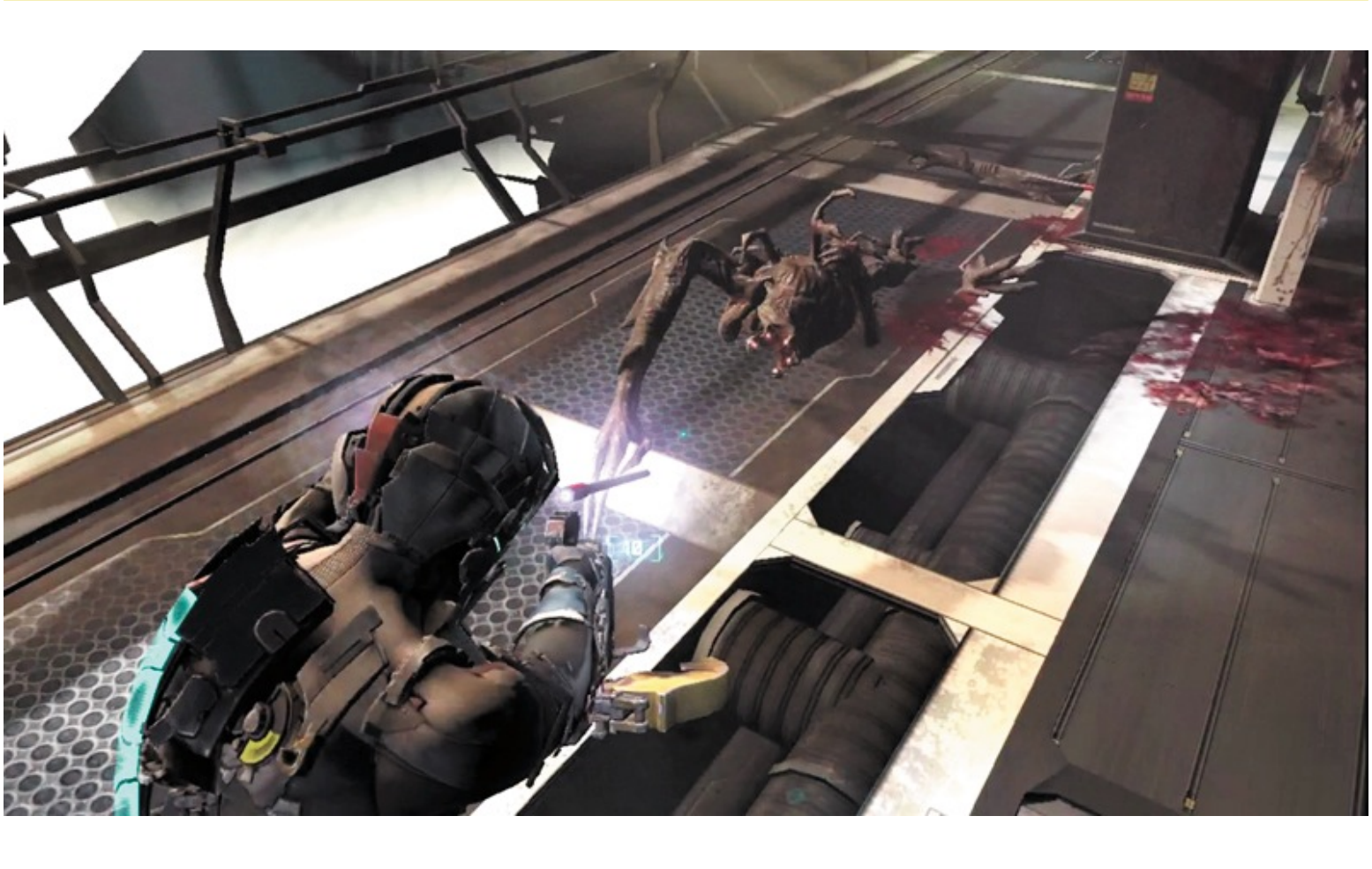


As you step out into another corridor, stop and use the save station. Then follow the corridor around to the right and go through a door into yet another corridor. Blast the Puker in here with the contact beam and head through the door behind it.

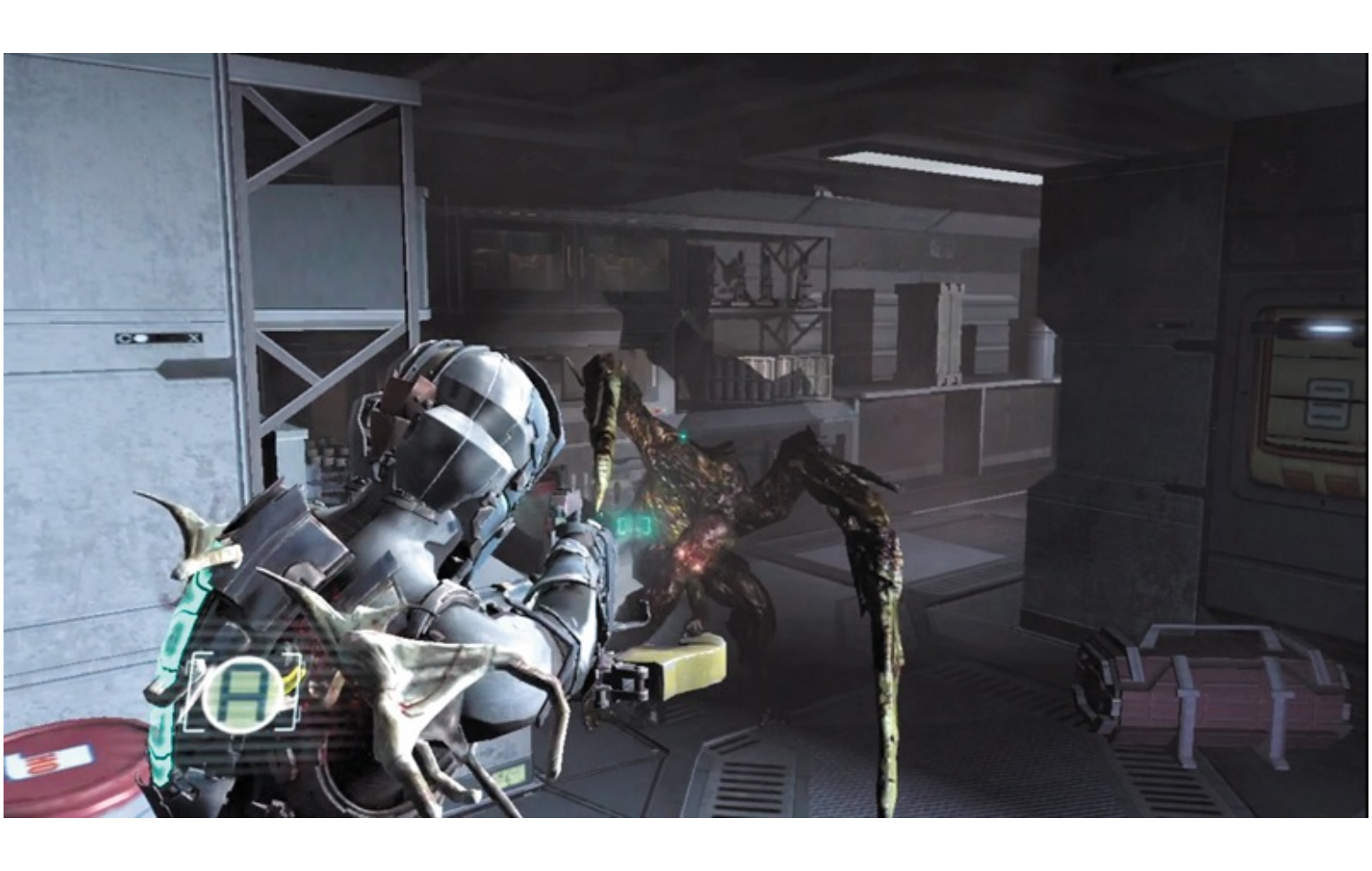
Note

While the contact beam will blow back the Ubermorph, it will not harm it or knock off a limb. However, this can buy you some time to get through a door, since it will take a few seconds for the Ubermorph to get up and come at you again.

If you have the contact beam's special ability upgraded, then use this weapon's alt-fire mode to knock back the Ubermorph and put any nearby Necromorphs in stasis. Use the plasma cutter or ripper to dismember the Ubermorph since that is the only way to take it down. Detonator mines also work well for blowing off its legs.



In the next area, move to the corridor's end to check out a locker and pick up a power node. Then grab a metal rod as you move back to the side corridor; follow it, as shown by your locator path. The Ubermorph will jump out of a duct in the wall, so launch the metal rod at it or cut off its legs with the ripper. Hit it with stasis and then continue.



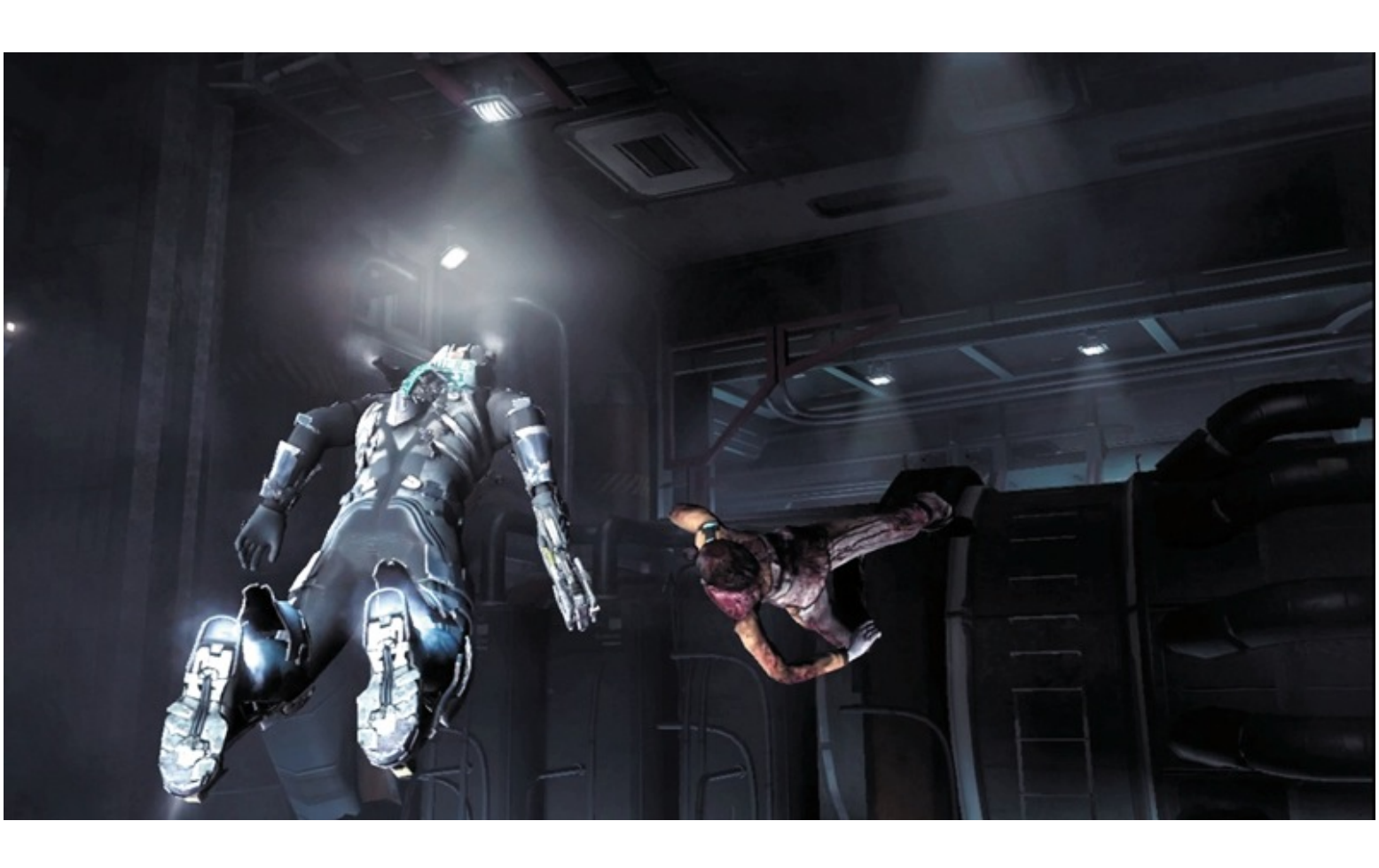
As you round a corner, Swarm will jump onto you and a Super Slasher will attack. Use the contact beam to deal with the Super Slasher, then shake off and kill the Swarm. Be quick because two more Super Slashers will join the fight. Reach the end of this area and use the stasis canister on these enemies. Remember, the Ubermorph will join the party as well. Search the lockers and then call the elevator. While you are waiting for it, deal with the Ubermorph one more time so it can't follow you into the elevator. Then climb aboard and rise to another level.

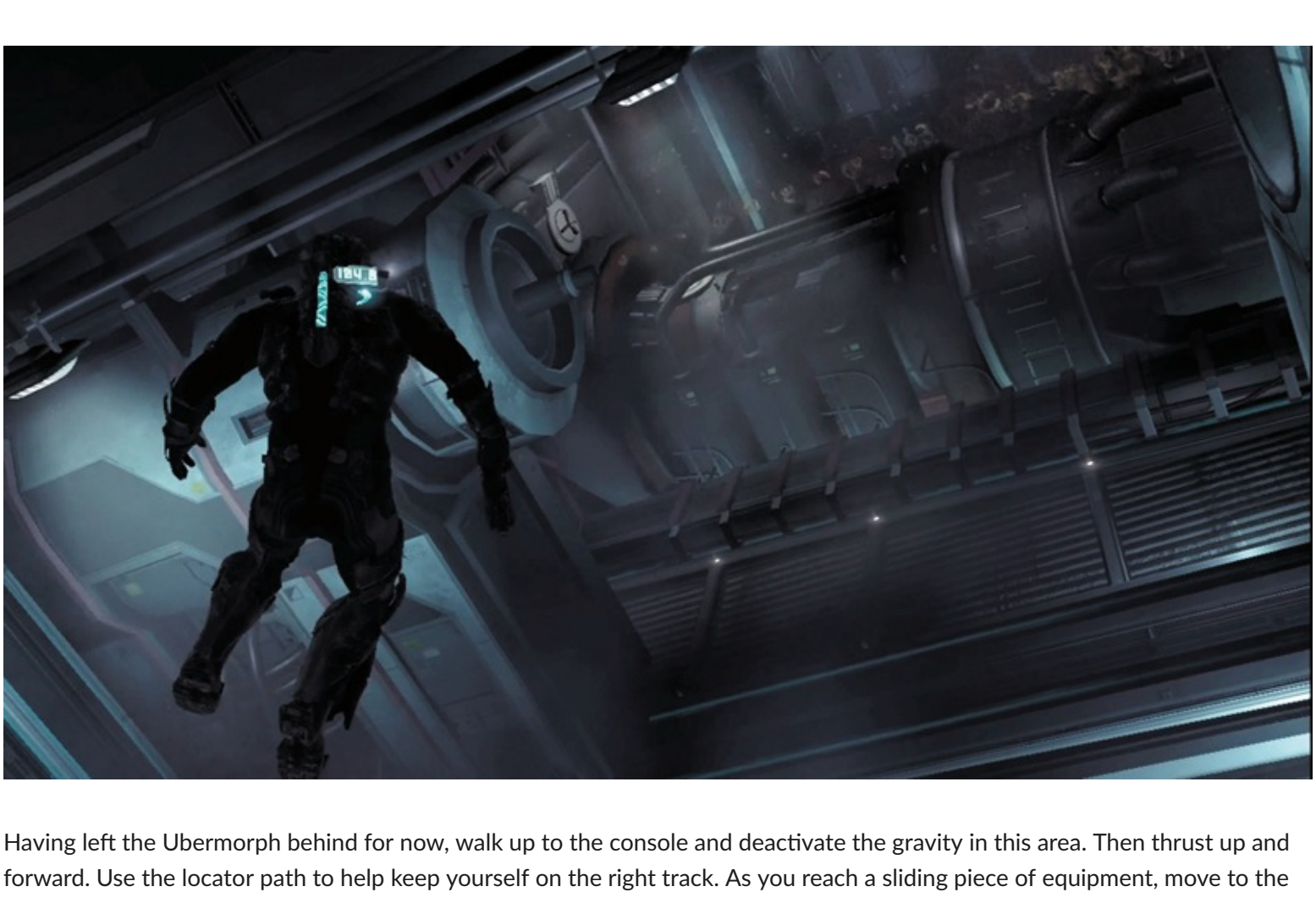
Reload all your weapons while in the elevator. In the next room, be ready for a fight. The Ubermorph drops into the room, along with a couple of Super Slashers and an Infector. Get into one corner of the room and deploy a few mines in front of you, but not too close so the blast gets you.

This will damage the attackers. Also try using the contact beam's alt-fire to push the enemy back if they get too close. Whip out the ripper and start sawing into Necromorph flesh to clear out this room.

Check the containers here for items you will need. Deal with the Ubermorph again, then break out the fuse by the door with a melee attack to unlock it. Exit this area and go into the next room. Get some items from containers and fight the Ubermorph once again as it emerges from a duct in the wall. There are several metal rods in this room, so put them to use and then advance through the round door.

Zero-G



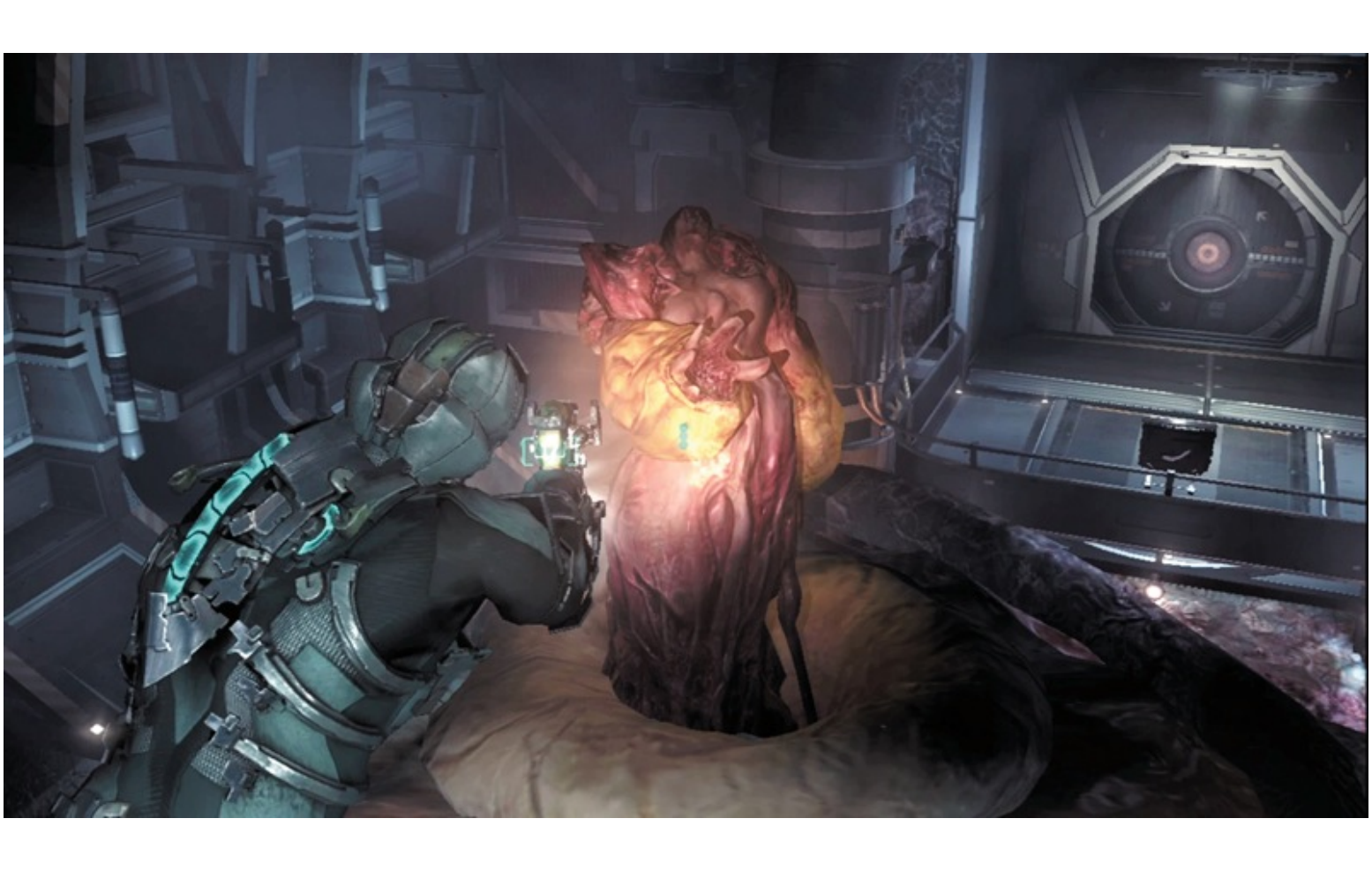


Having left the Ubermorph behind for now, walk up to the console and deactivate the gravity in this area. Then thrust up and forward. Use the locator path to help keep yourself on the right track. As you reach a sliding piece of equipment, move to the right side. When it starts sliding left, thrust to the other side. You can also hit it with stasis when it moves left to give yourself some more time to get past it.

Security Alert

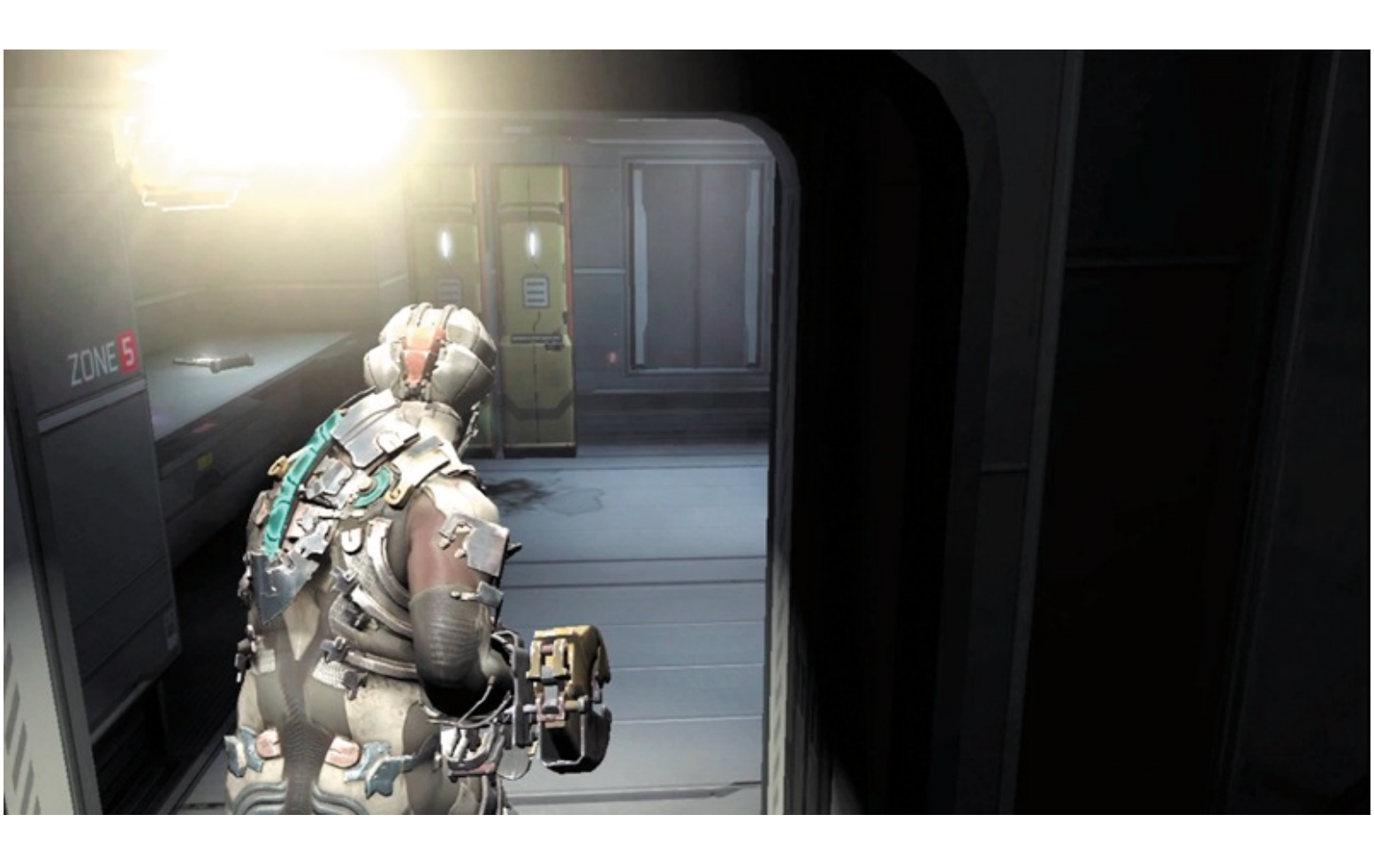
While in the Zero-G environment, this area is also a vacuum. You must keep moving through it quickly, ensuring you do not run out of oxygen. This is why it is important to upgrade your RIG.

Continue past another piece of sliding machinery, and then you will have to get past three sets of fusion beams. Watch the timing, as each set of three beams ignites in order. Then thrust through a spot right after the beam shuts off. While you are doing this, a Nest launches projectiles at you.



Get through the plasma beams first while dodging projectiles; then hit the Nest body with stasis. This will slow it down and stop the projectiles from launching so you can shoot the three yellowish pods and kill it. Now quickly thrust to the platform and reengage the gravity and atmosphere.

Back in the Corridors



Head through the round door into a room where Nicole talks to you. Reload all your weapons and then find more items in containers here. Continue through the next door. Use a power node to enter a secure storage room.

Inside you will find a semiconductor, a power node, an audio log, and a couple lockers with ammo and a med pack. Exit the room and continue to the door leading to radiation containment.

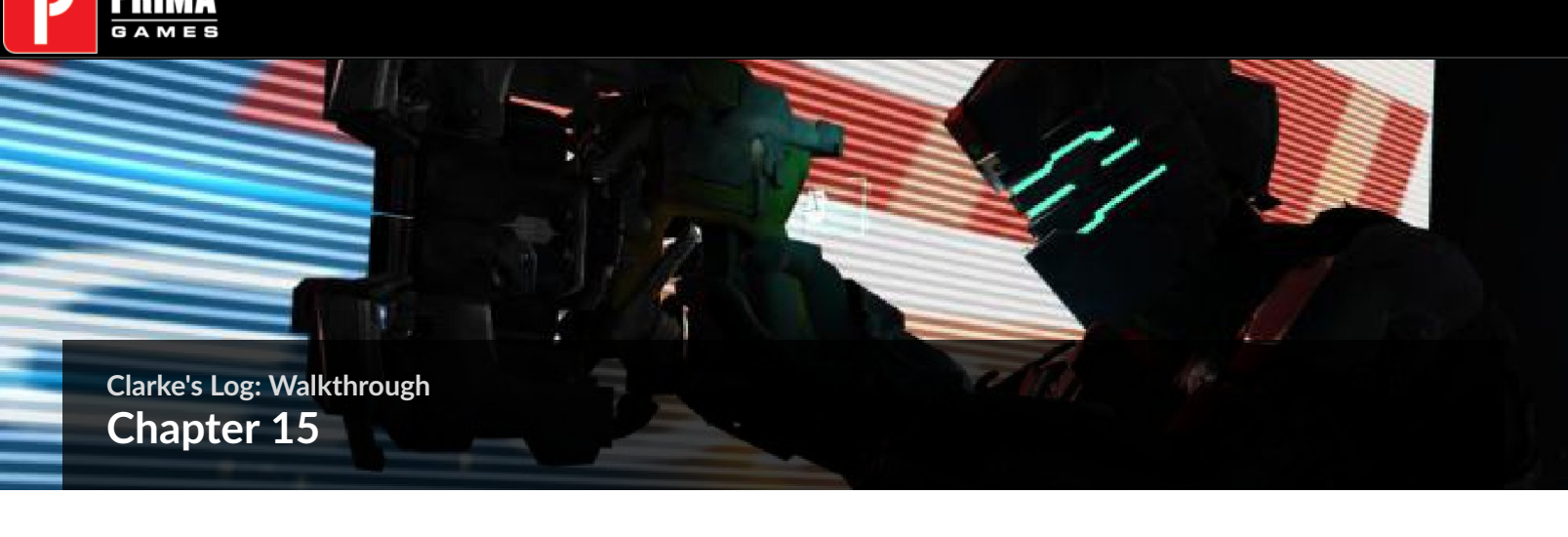
Upon entering the next area, get a power node from a circuit box by the door and then continue through the next door to direct Marker access. In the next room, visit the store and sell the semiconductor.

Buy as many power nodes as you can afford, and use the workbench to fully upgrade the weapons you are currently using. Finally, record your progress at the save station before exiting through the other door.

Issac's Log

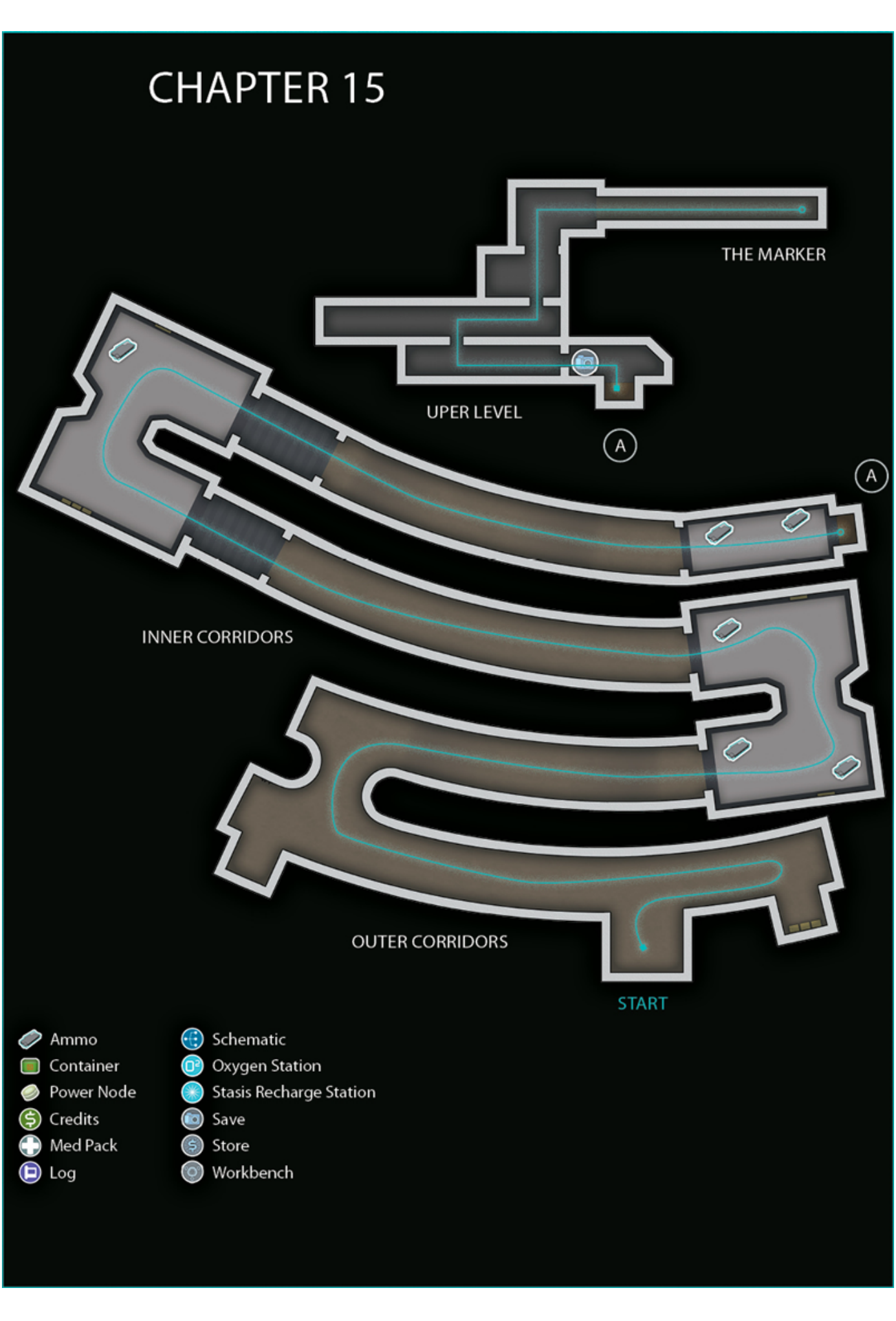
Before I started buying new power nodes, I went to the store and moved my current weapons into the safe and took out weapons I was no longer using. Then I took them to the workbench and spent 5,000 credits for each weapon to pull out all of the power nodes I had already put into them.

Since a new power node is 10,000 credits, even pulling out one power node from a weapon was saving money. I did this for all of the weapons I was not going to use and then purchased new power nodes with the credits I had left. I now had quite a few power nodes for upgrading my current weapons. Watch out, Necromorphs!



Clarke's Log: Walkthrough

Chapter 15

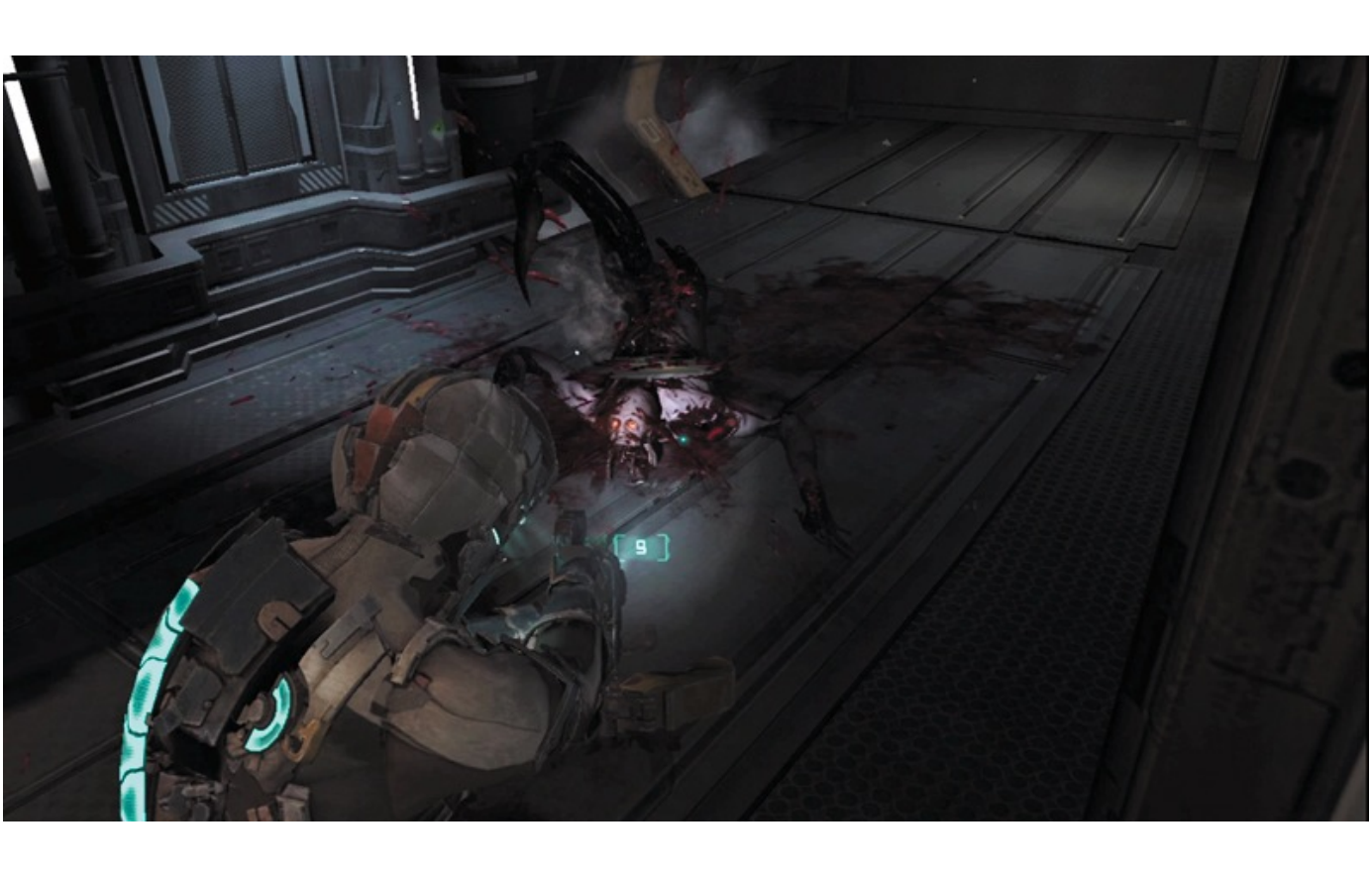


It Ends Here

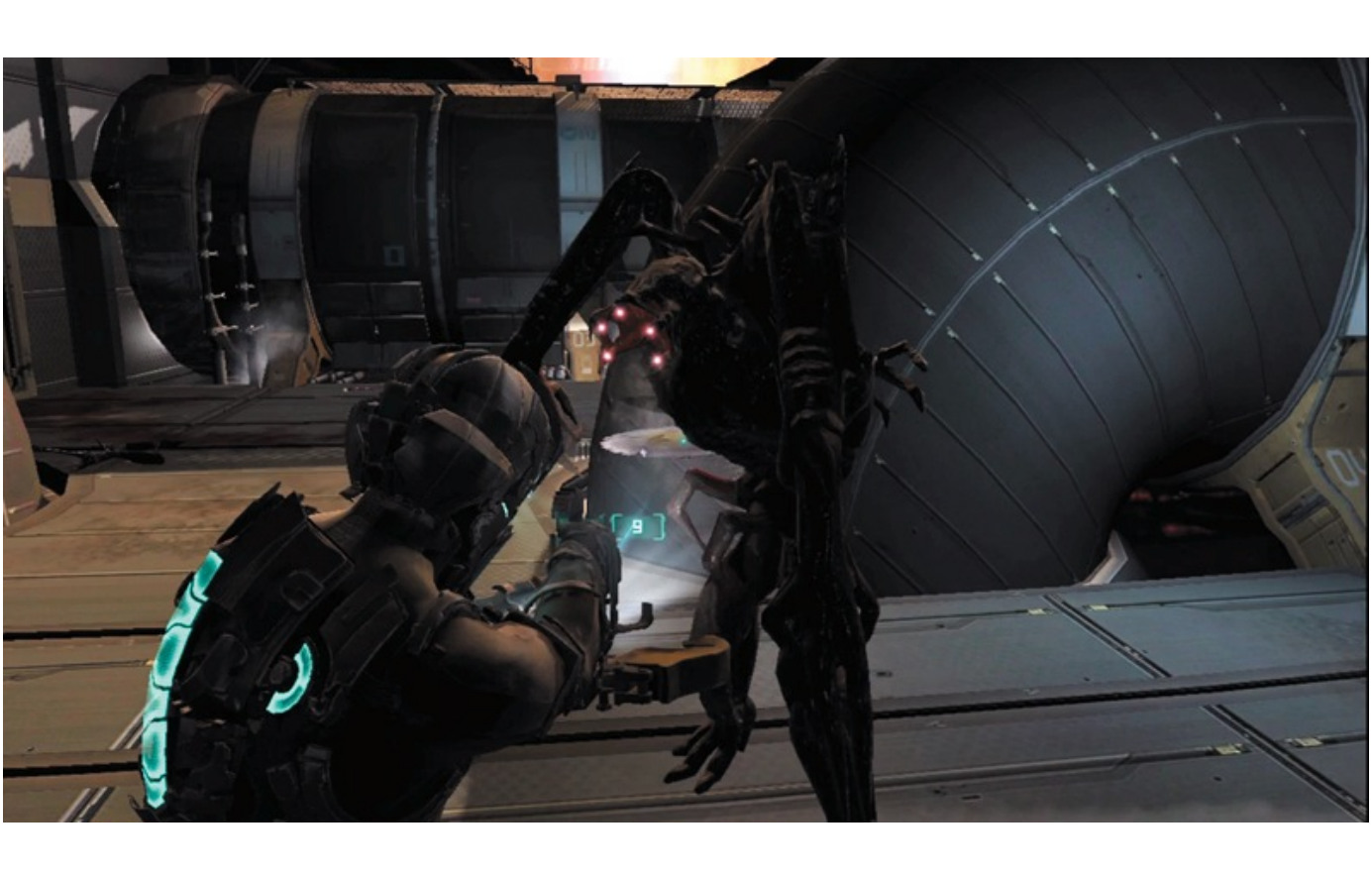
Get to the Marker

Outer Corridors

You have almost reached the Marker. It is right there in front of you. However, you must still pass through dangerous areas to actually reach the Marker and finish your job—whatever it is Nicole wants you to do.

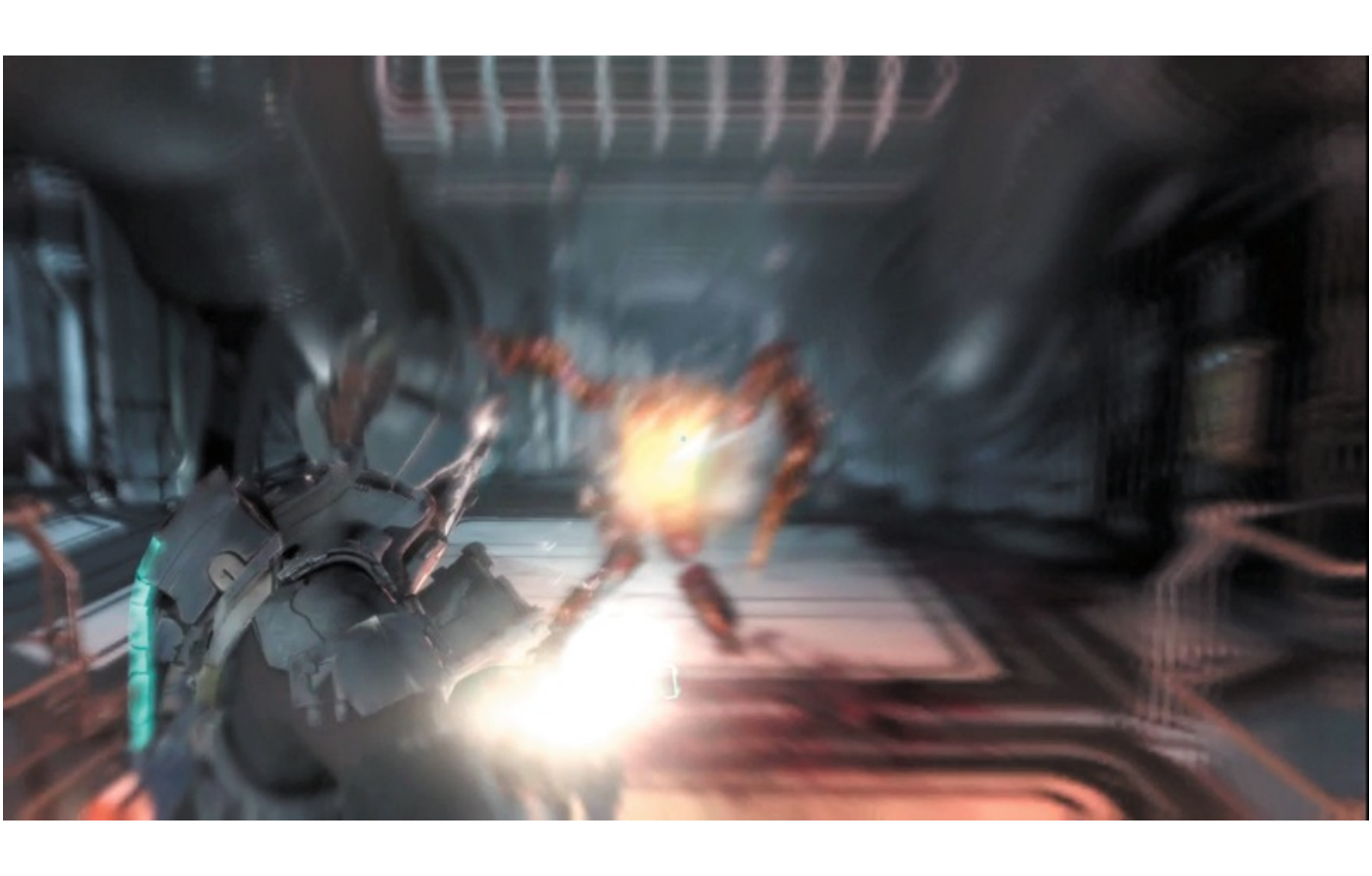


As you step forward to begin your advance to the Marker, a Leaper jumps out from the corridor's right side. Kill it quickly before it can hurt you. Then continue to the right to search some lockers for ammo. Now head left and watch out for another Leaper. As you advance, a Puker to the right starts attacking you from long range. Use the contact beam to take it out with a single shot.



As you reach this corridor's end and get ready to turn, the Ubermorph jumps out and attacks. Cut off its legs and hit it with stasis. There is also a metal rod around here you can use to impale the Ubermorph.

Once it is down or at least in stasis, run to this corridor's end and get through the doorway. A Lurker will be shooting at you from above, but just ignore it for now.



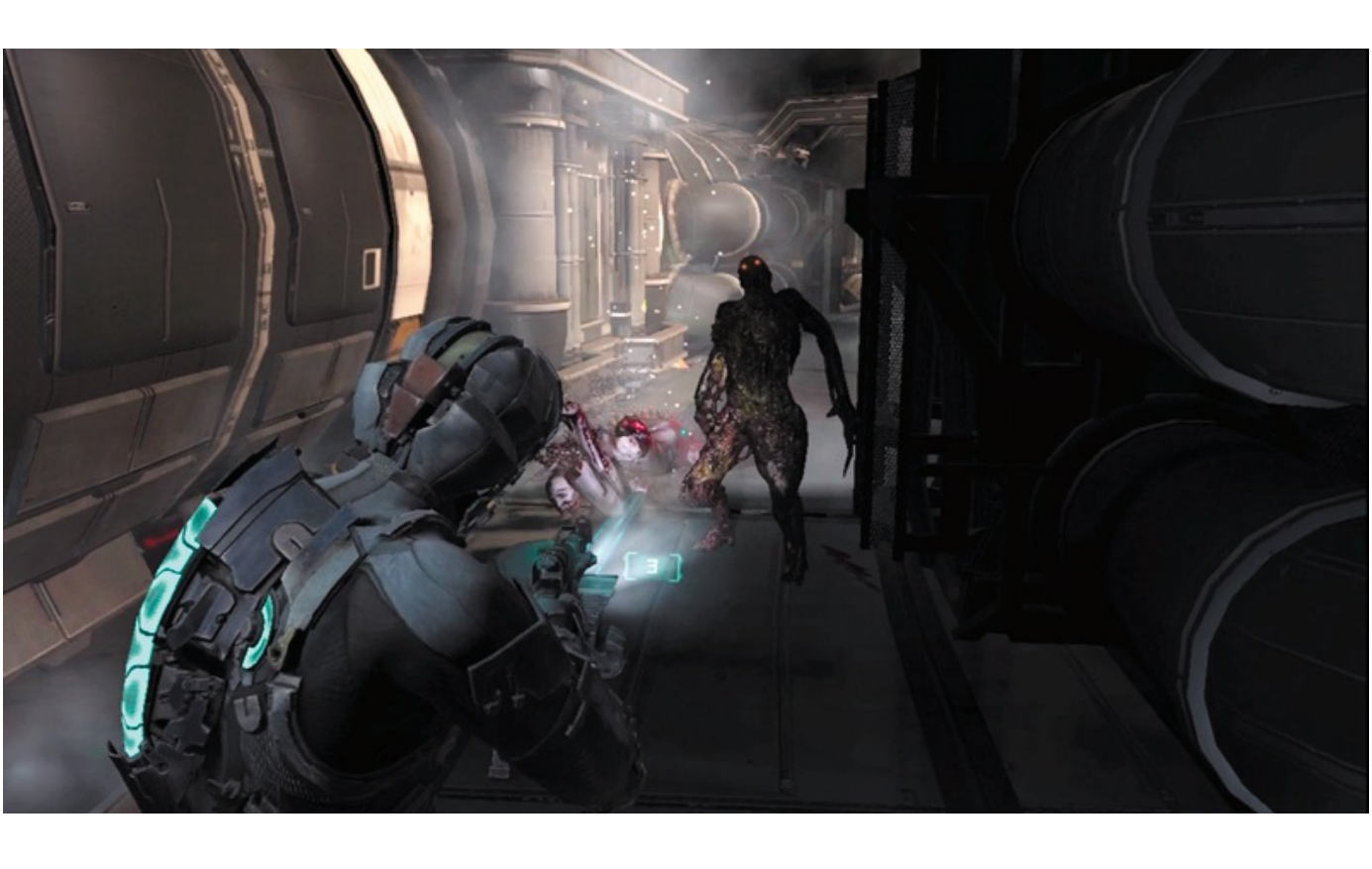
In the next room, a couple of Super Slashers will come at you. Use the contact beam to blow them apart with a single shot each. You may need to use its alt-fire mode first to push them back and put them in stasis. By this time, the Ubermorph will have caught up to you. Dismember its legs and hit it with stasis so you can search the lockers. Now get out of that room and through the doorway, making sure the Ubermorph is in stasis and can't immediately follow.

Note

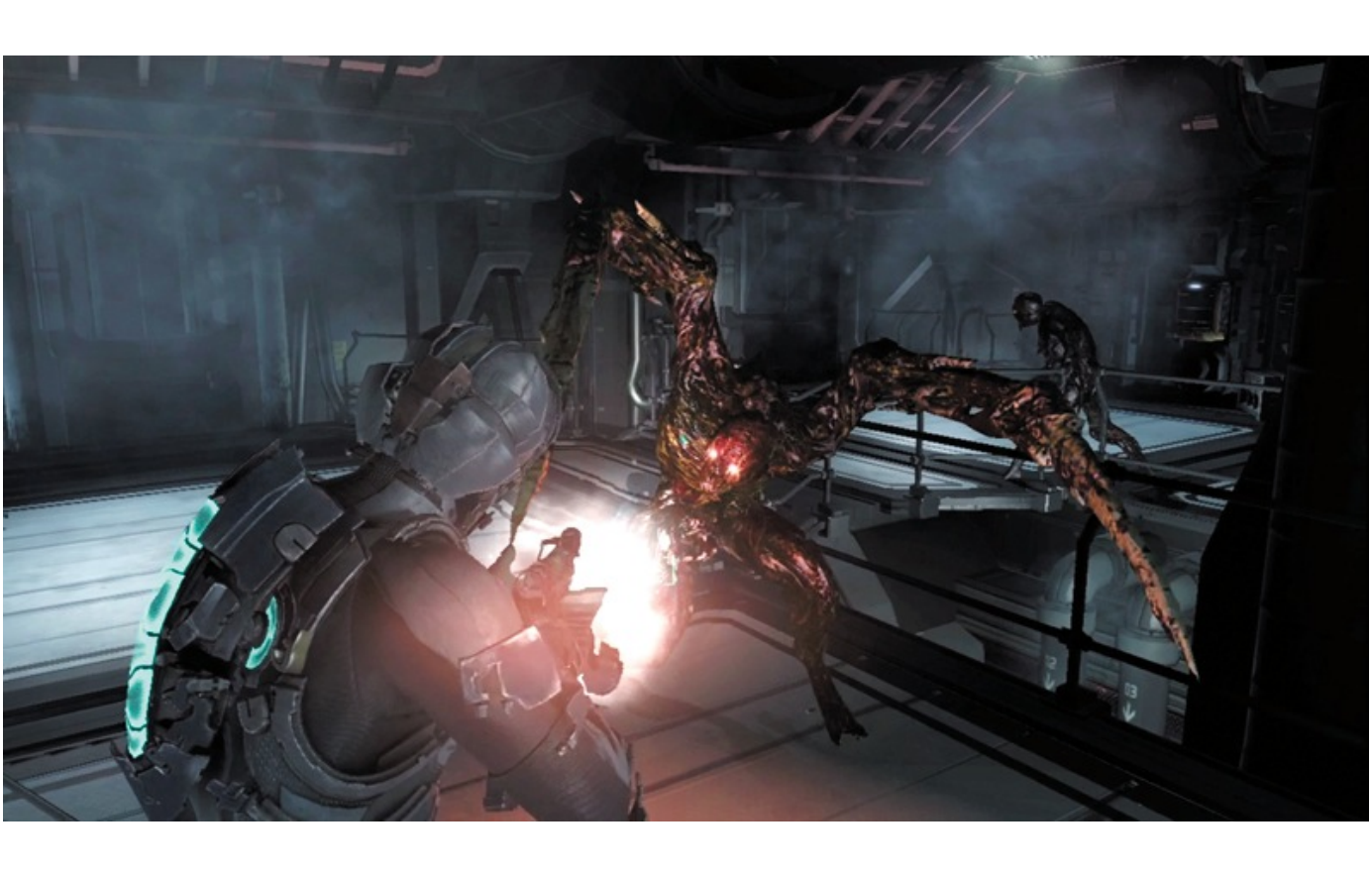
The contact beam's alt-fire mode also works well on the Ubermorph if you are short on stasis power in your module and have upgraded this weapon's special ability.

// C-Section

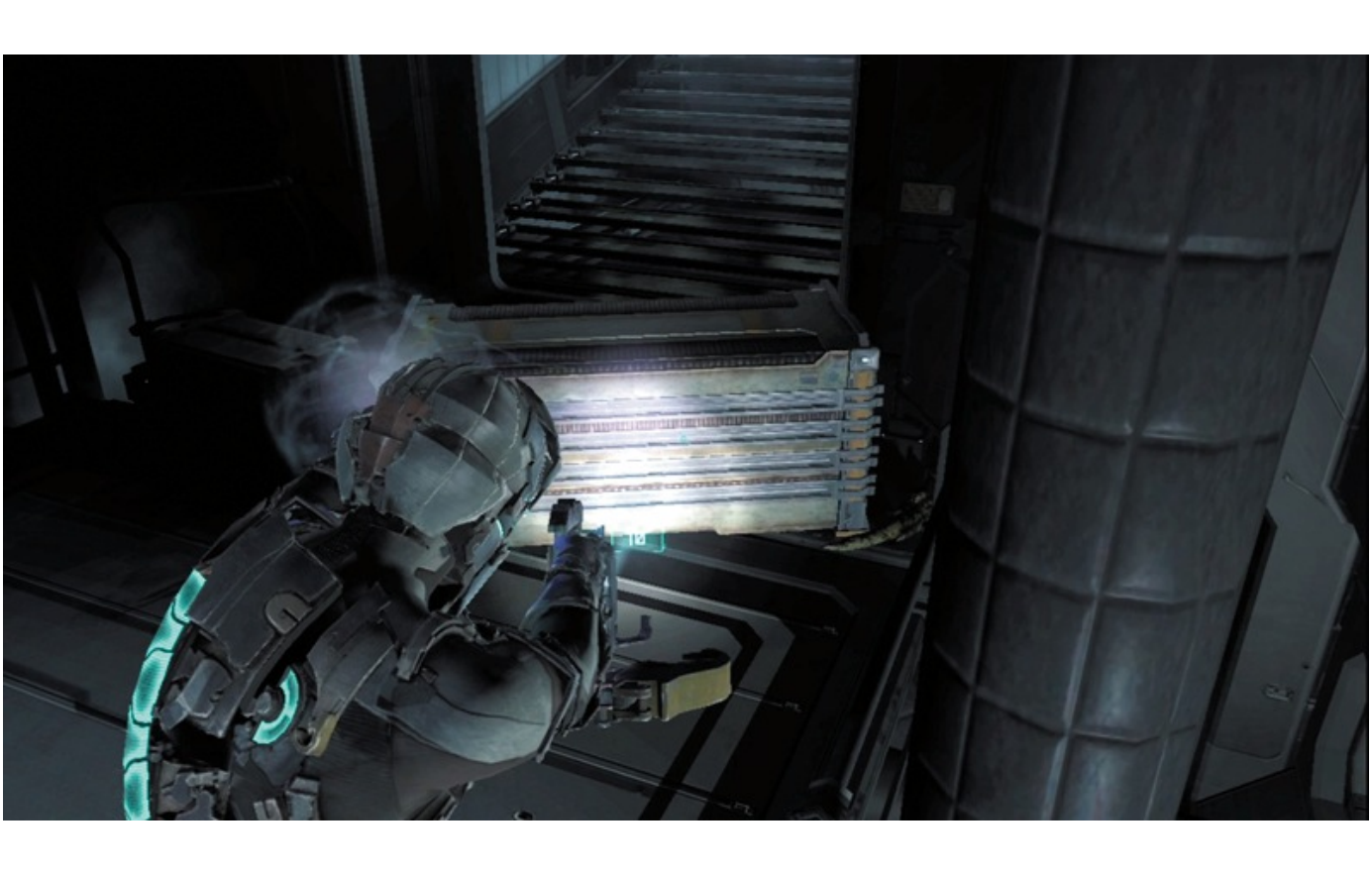
In order to earn the C-Section Achievement/Trophy, knock down an enemy with the contact beam's alt-fire, then kill it with the weapon's primary fire. You can easily earn this reward in this chapter.



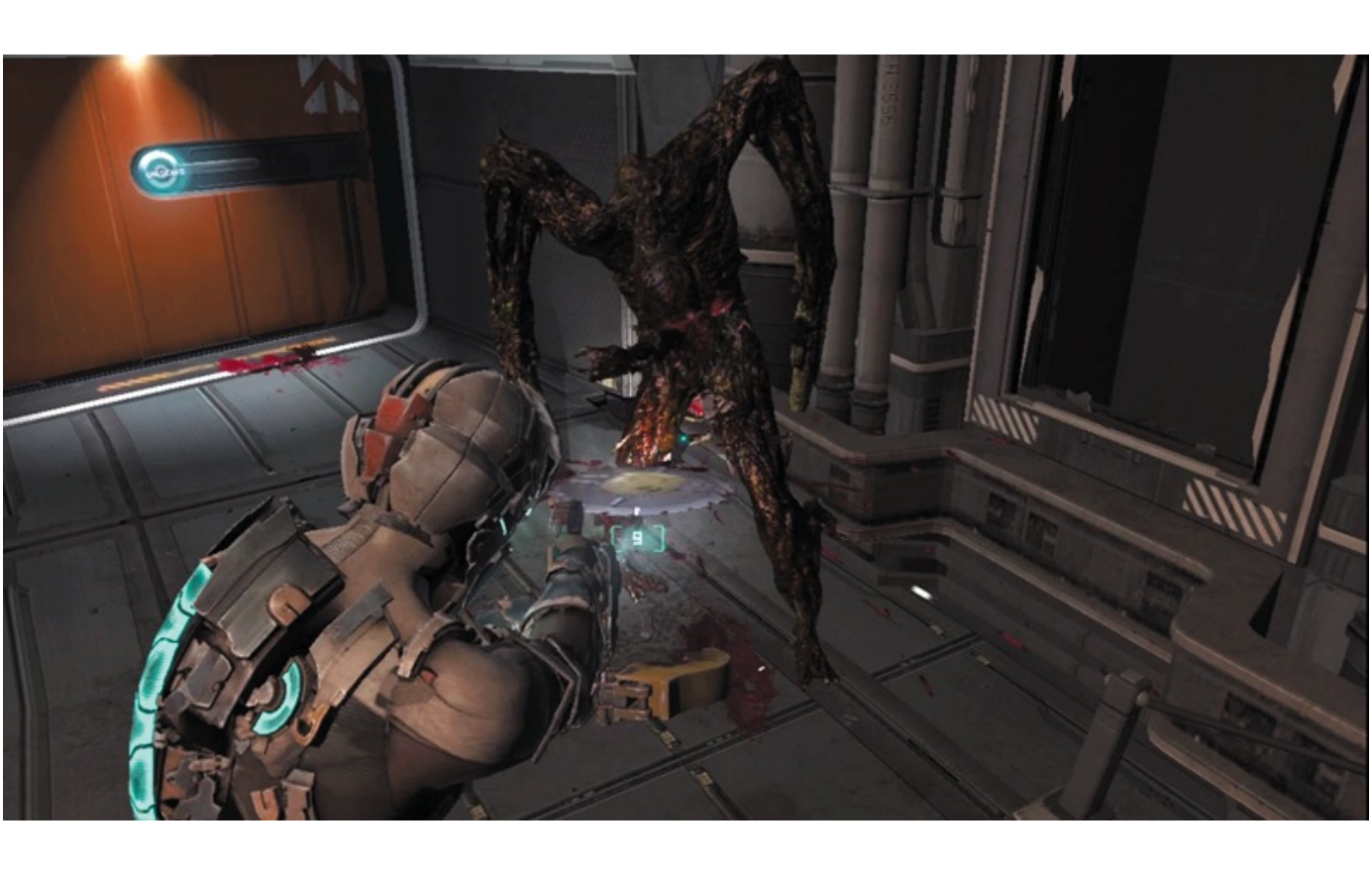
As soon as you begin advancing down this corridor, prepare for a Leaper and a Puker to attack you. Take them out quickly and continue to the next doorway since the Ubermorph is still after you. If necessary, deal with the Ubermorph before going through the door.



As you enter the room, be ready to deal with a Super Slasher and a couple of Pukers. Take them out quickly so you can then deal with the Ubermorph and another Super Slasher that drops in. There are metal rods in here, so use them. Search the lockers and pick up ammo dropped by the Necromorphs.

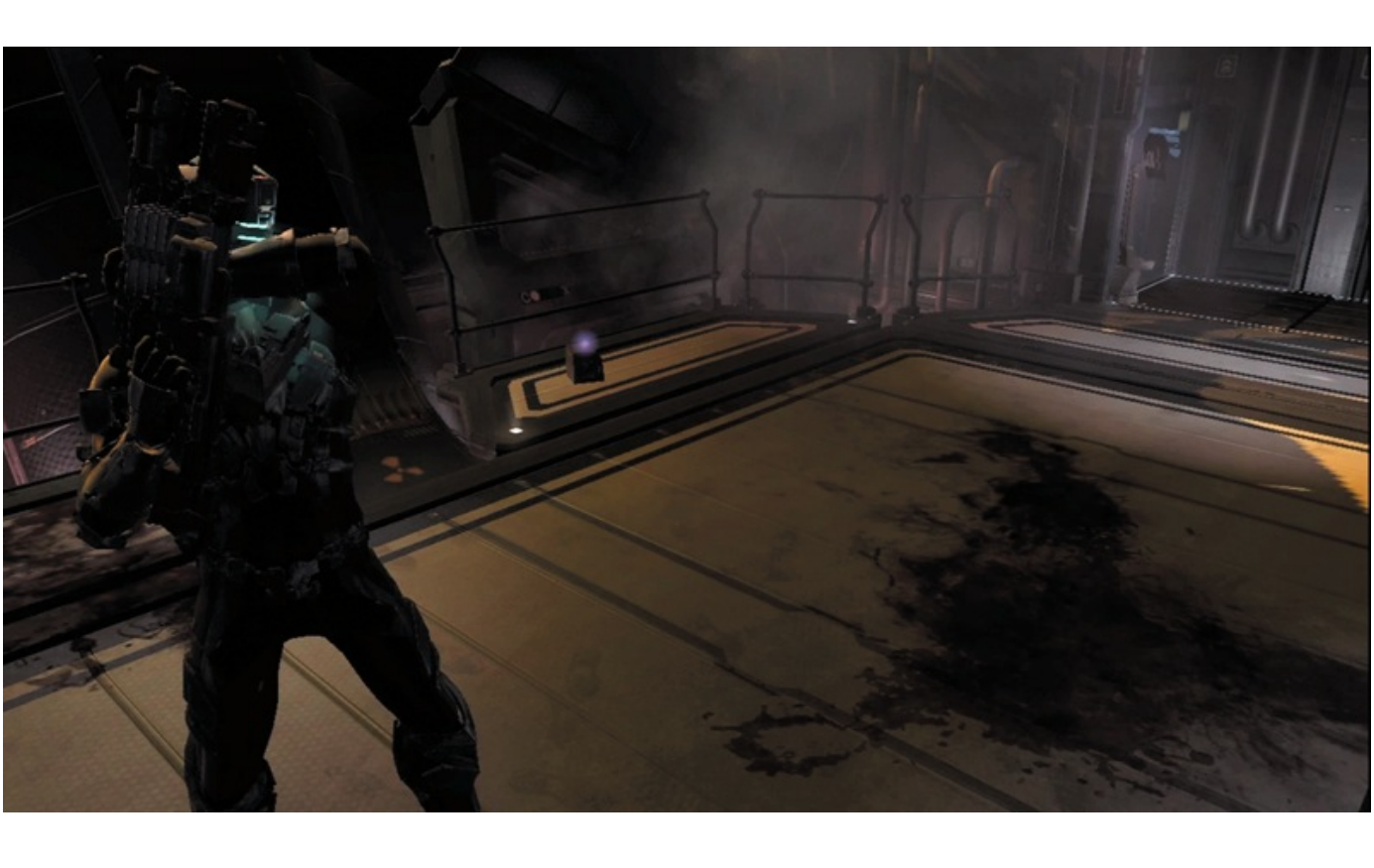


A metal object blocks your way out of this room. Use kinesis to move it or launch it at the Ubermorph to knock it back. Then head up a ramp and exit through a door and into the next area.



A Leaper attacks when the door opens. Kill it and deploy some mines behind you to slow down the Ubermorph following you. Run through the corridor. You can either ignore the two Lurkers on the sides or quickly kill them both. When you reach the corridor's other end, kill the Super Slasher that jumps out and then get through the door.

Upper Level



When you get into this room, pick up some ammo and a text log, then reload all of your weapons. Once you are ready to continue, climb onto the cargo lift and take it up to the next level.

// Text Log: Tiedemann's Last Hope

To anyone who may find this transmission:

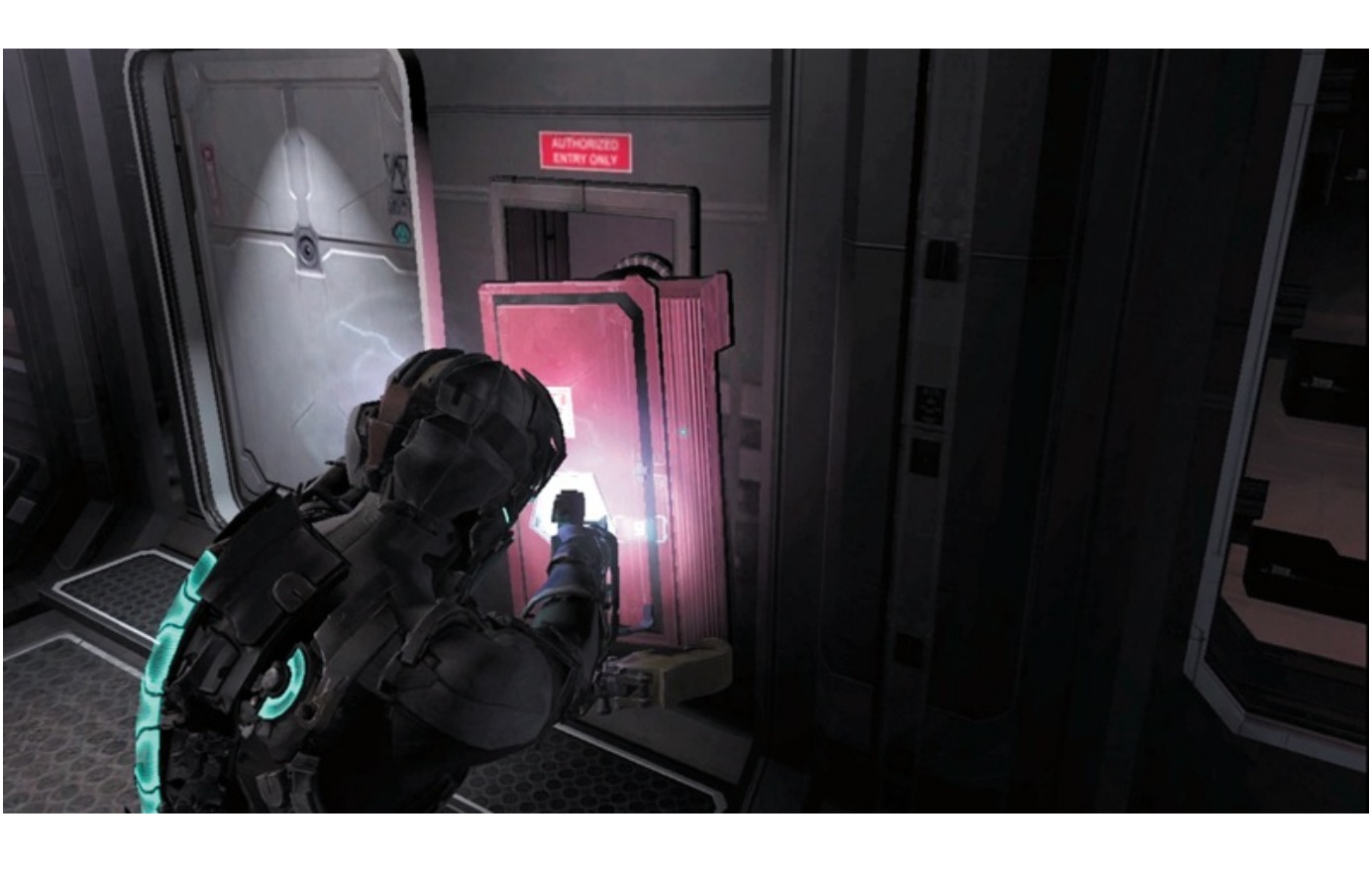
There are people, even some of my own staff, who say I am a monster for what I brought to this station. They say the Marker is manipulative—that it influenced my decisions. They don't understand that what I did, I did for this community—for our species. Titan Station was a dead husk before I breathed life back into it with government research grants.

That research—into unimaginable sources of energy, into manufacturing techniques and efficiencies far beyond all previous understanding—is the only hope that remains for mankind. We have relied on destructive planetcracking for far too long, and now we can no longer sustain ourselves. We need the Markers to survive. If we fail in our efforts to understand them, there is no hope left for humanity.

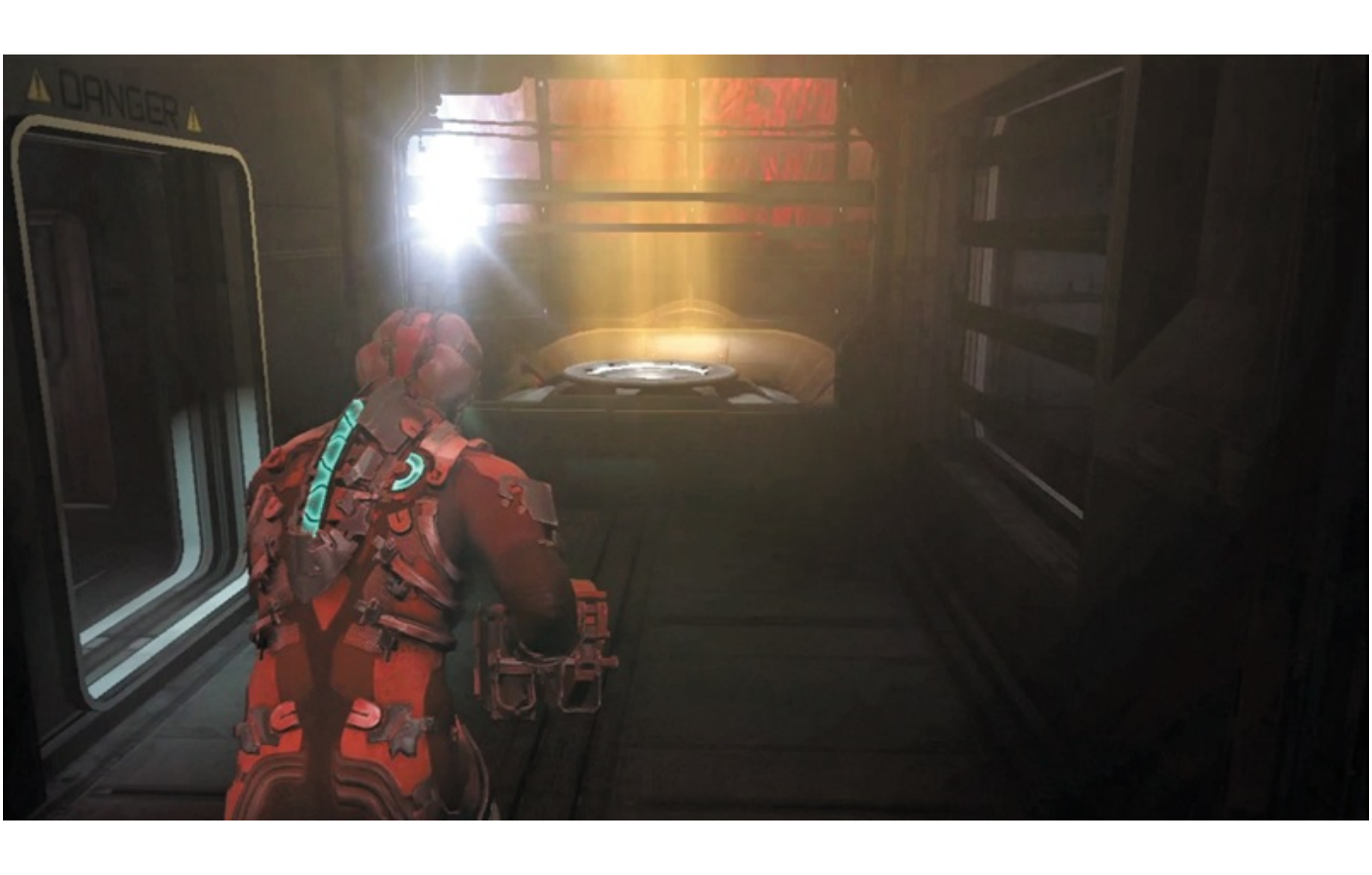
Hans Tiedemann

Director of Operations

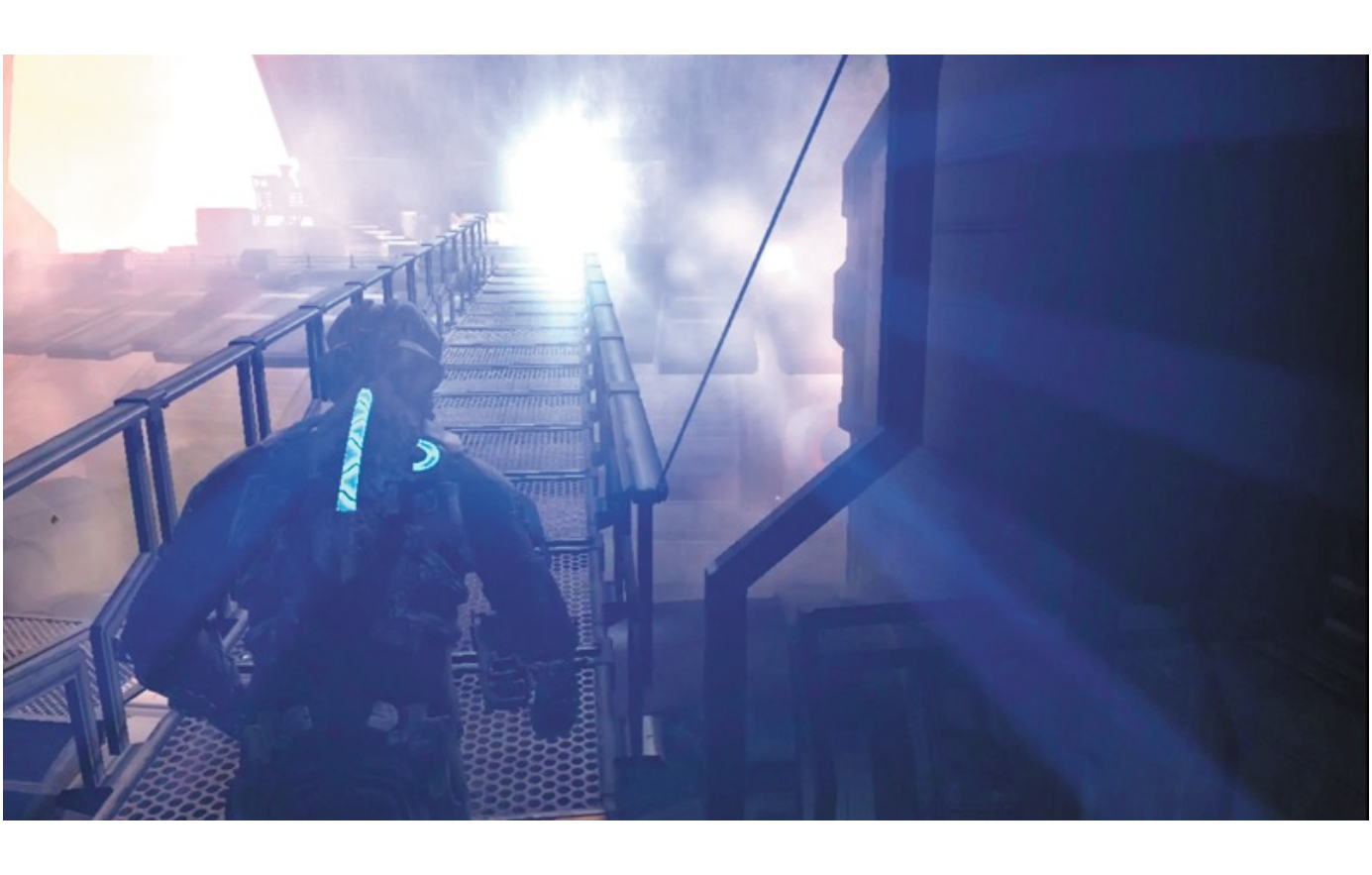
Earth Government Colonial Alliance



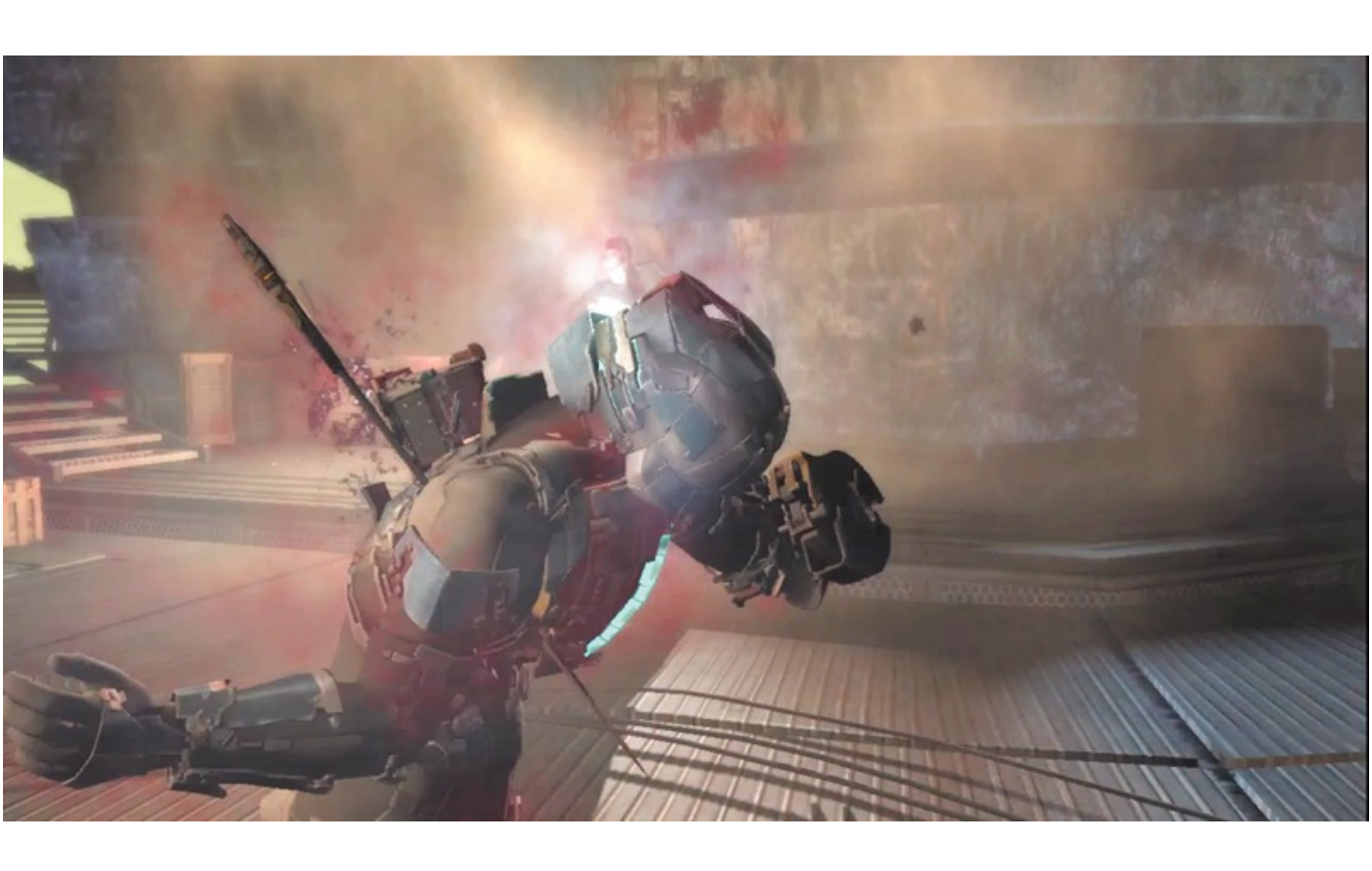
As you exit the cargo lift, head right and use the save station before continuing through the door. The Ubermorph will drop from the ceiling to attack you. Use the same tactics as before to put it down for a bit. Then use kinesis to pull a GRIP panel from the wall and expose a fuse. Break the fuse so you can unlock the door and continue.

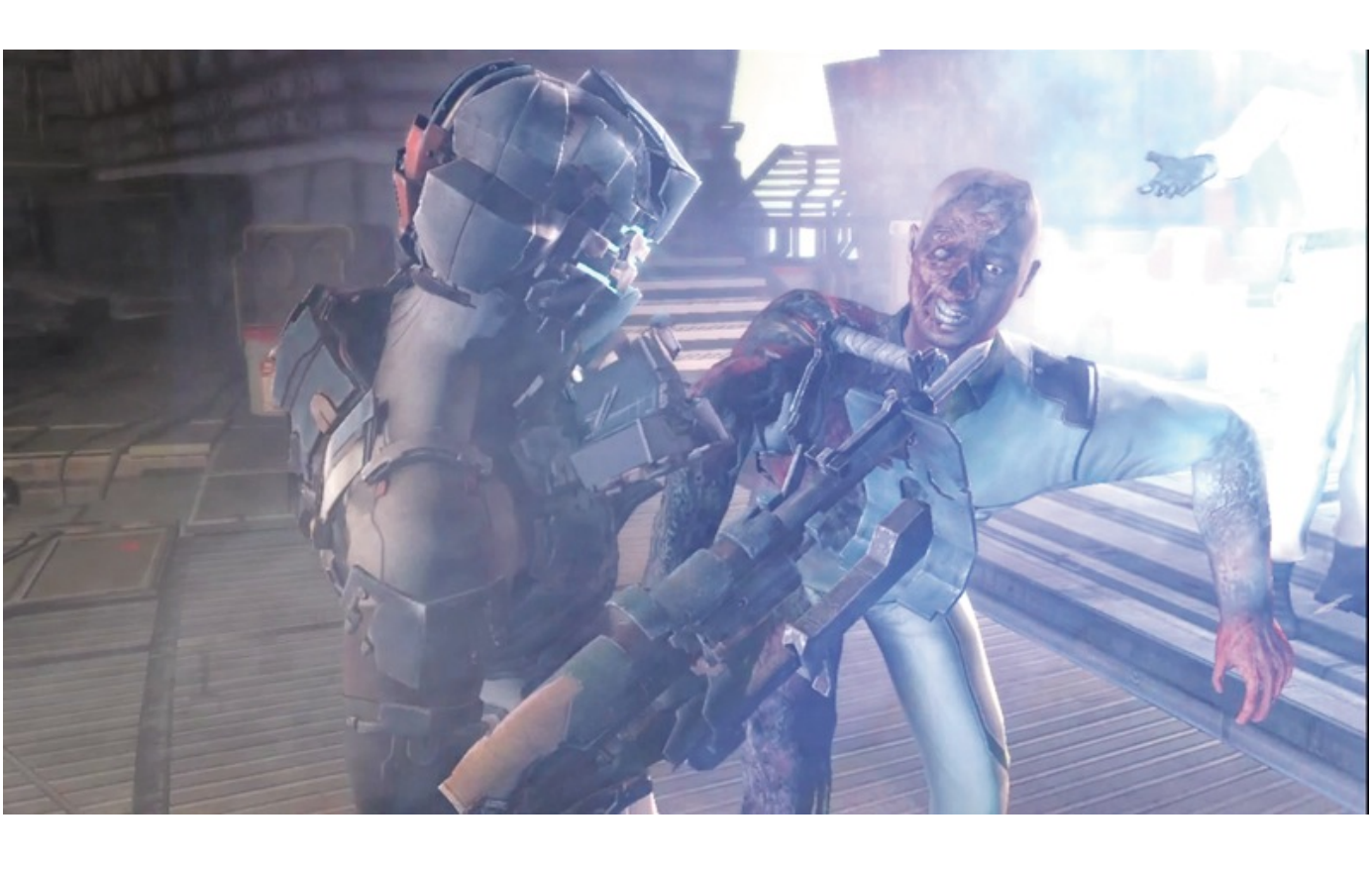


Rush to the right down a narrow corridor and go through the door on the left. Quickly remove a panel and smash another fuse to shut the door behind you and unlock another door. Advance into the test area.

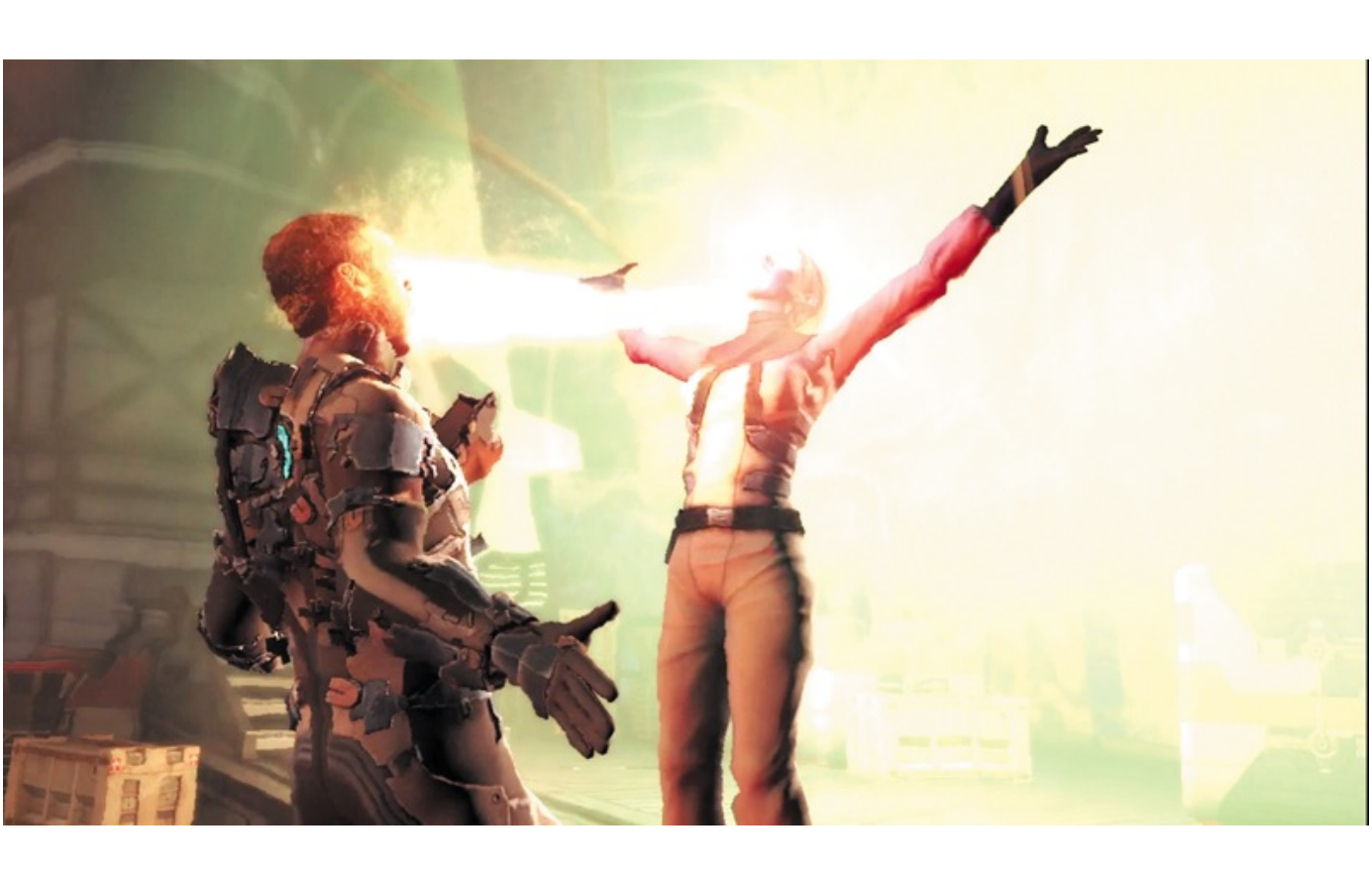


Run across the bridge to the Marker. Reload your weapons as you go.



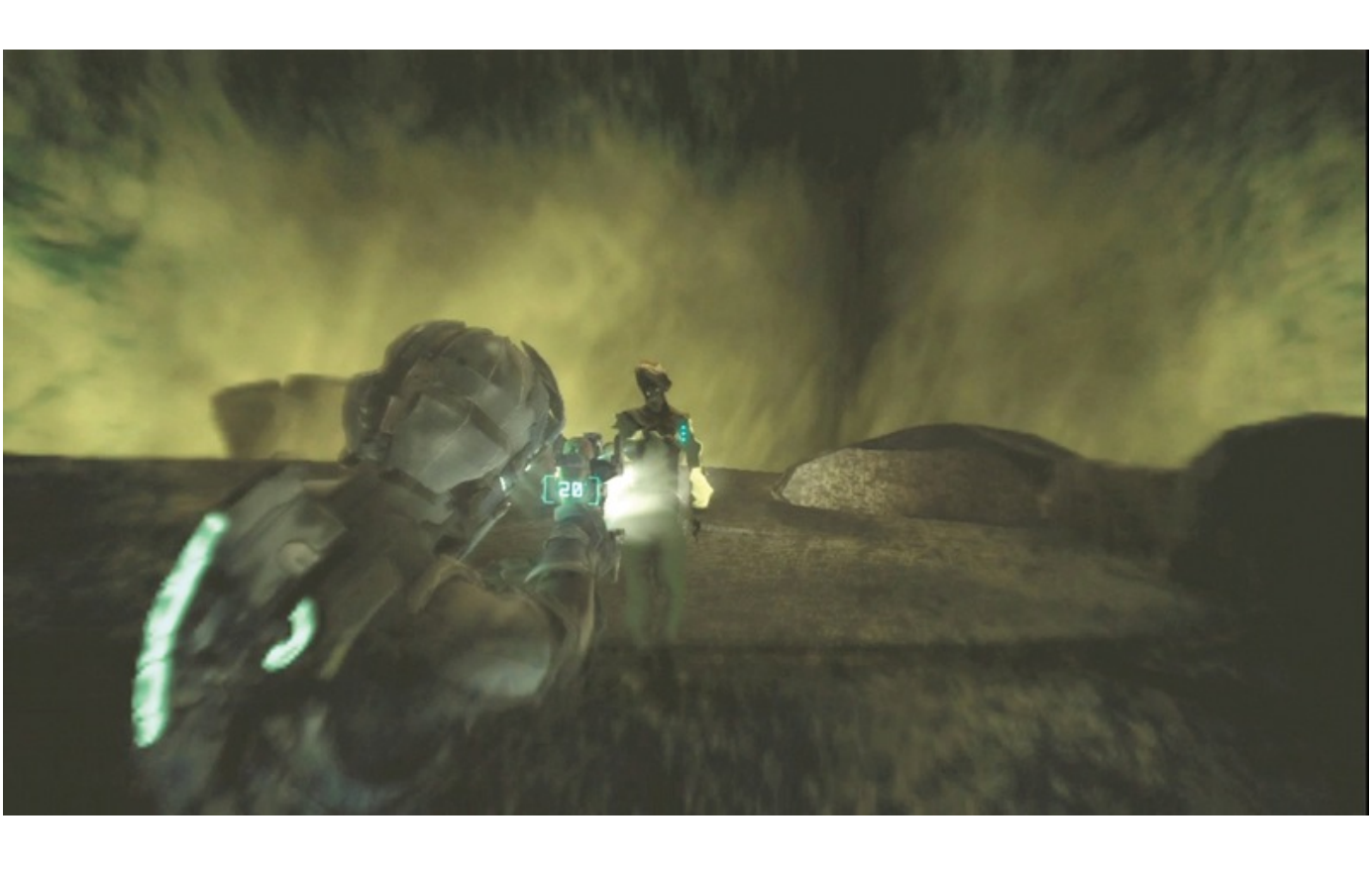


As you reach the end, Tiedemann shoots you with a javelin gun. Quickly pull the javelin out of your shoulder, as well as the second one he fires at you. Then end this fight and kill Tiedemann. You can dispatch him in a few different ways, or just let him die on his own.



When Tiedemann is dead, you move up to Nicole. However, she is not what she appears. She is not going to tell you how to destroy the Marker. Instead, she wants the Marker to absorb you.

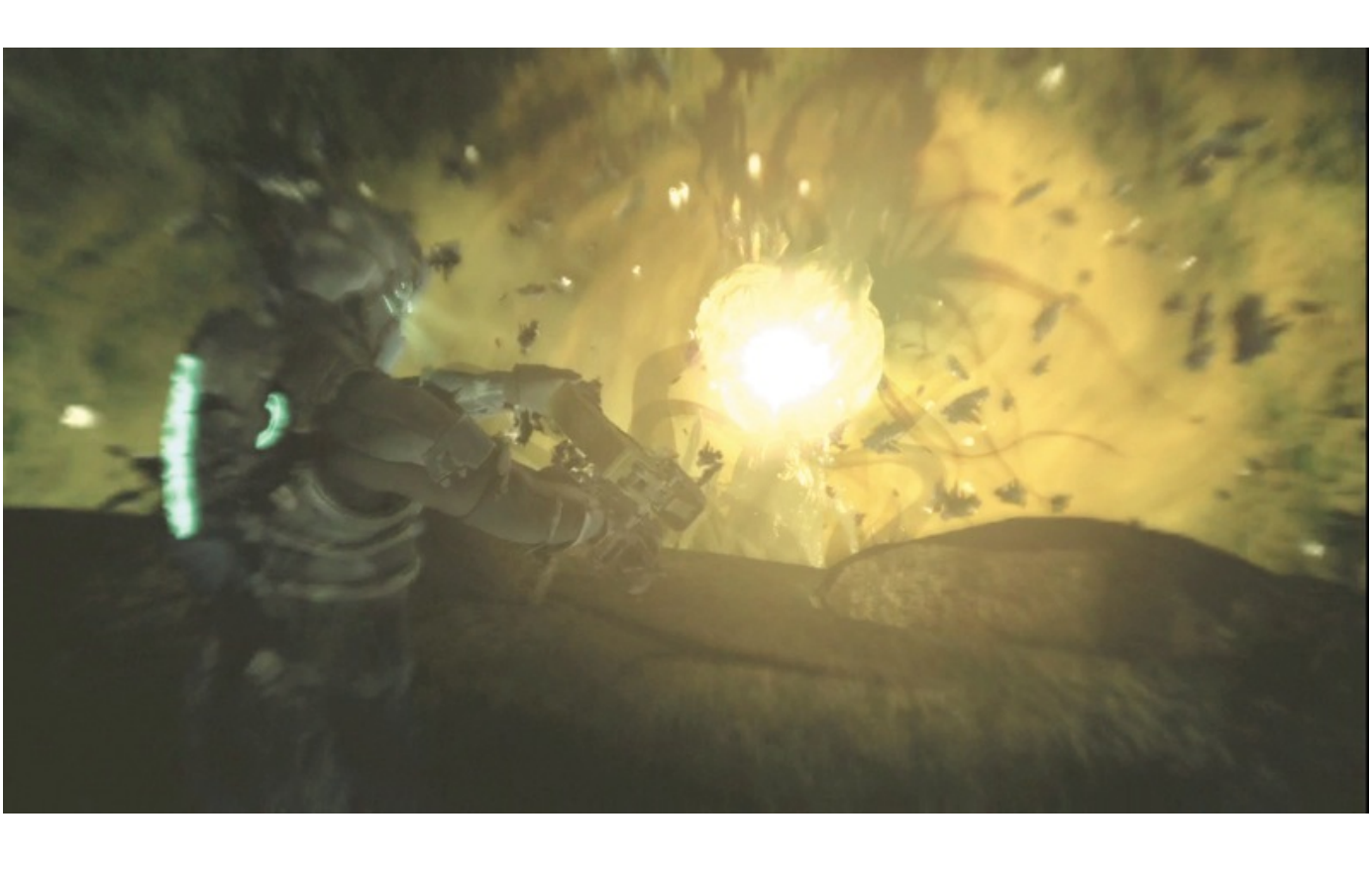
The Final Battle



Nicole has brought you to a different dimension. You must destroy the Marker in order to survive. Start off the fight by shooting at Nicole. Keep hitting her until she disappears.

Security Alert

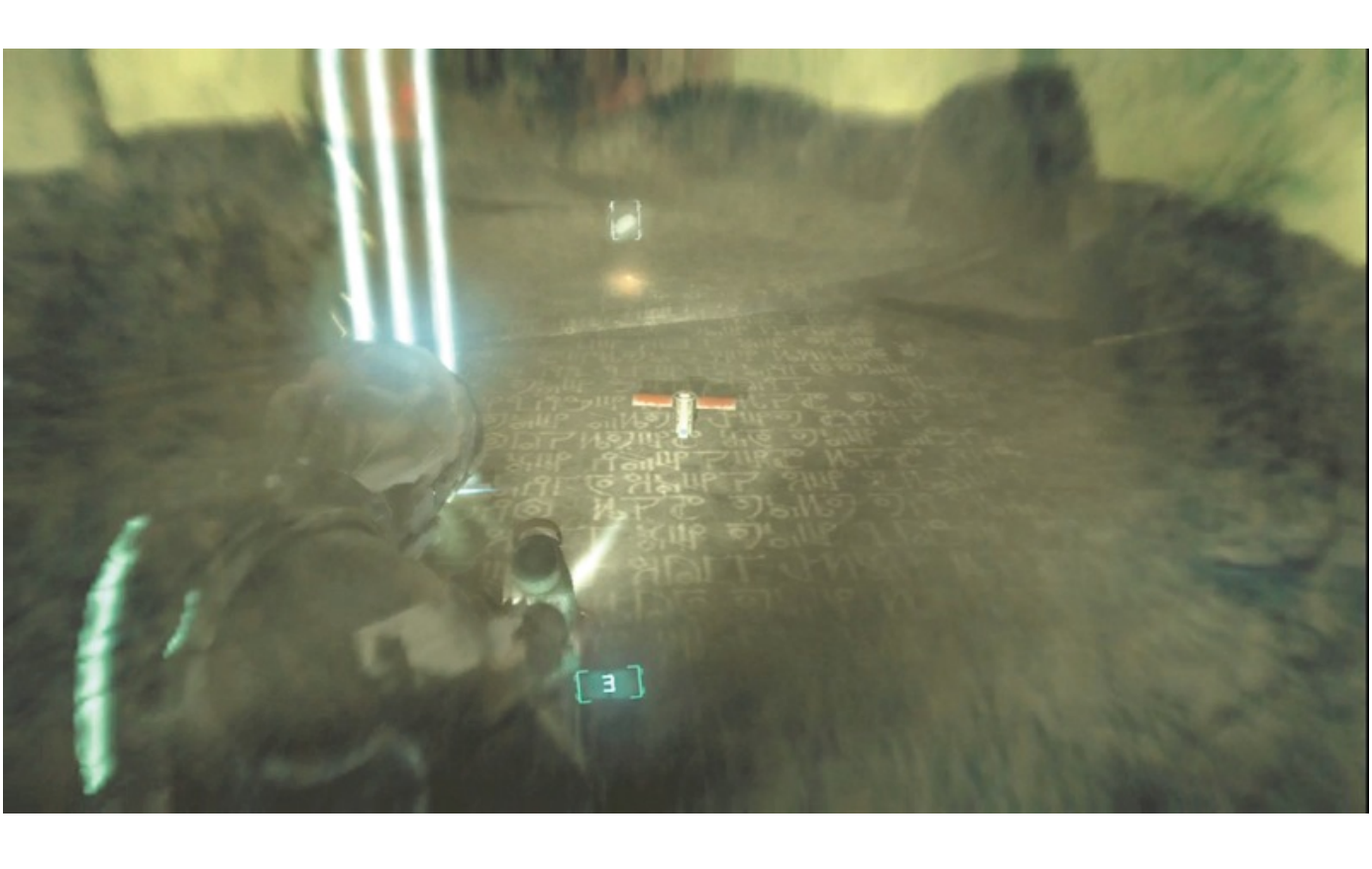
Keep your distance from Nicole at all times. If she gets close enough to grab you, she will initiate a paired attack that results in an instant kill. Nicole can also teleport short distances, so keep an eye on her.



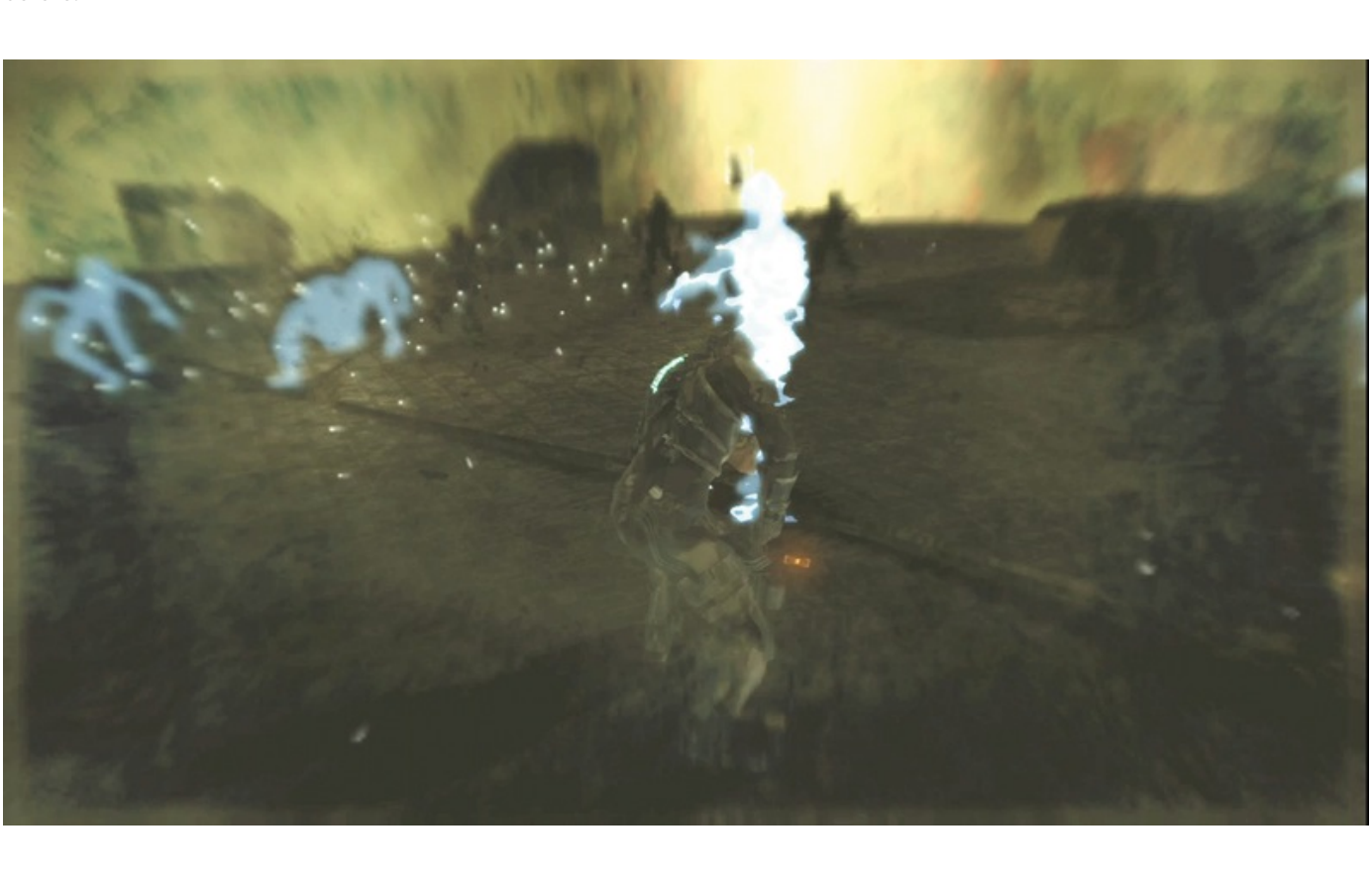
The heart of the Marker is in front of you. Shoot it with the contact beam to damage it and make it disappear.

Isaac's Log

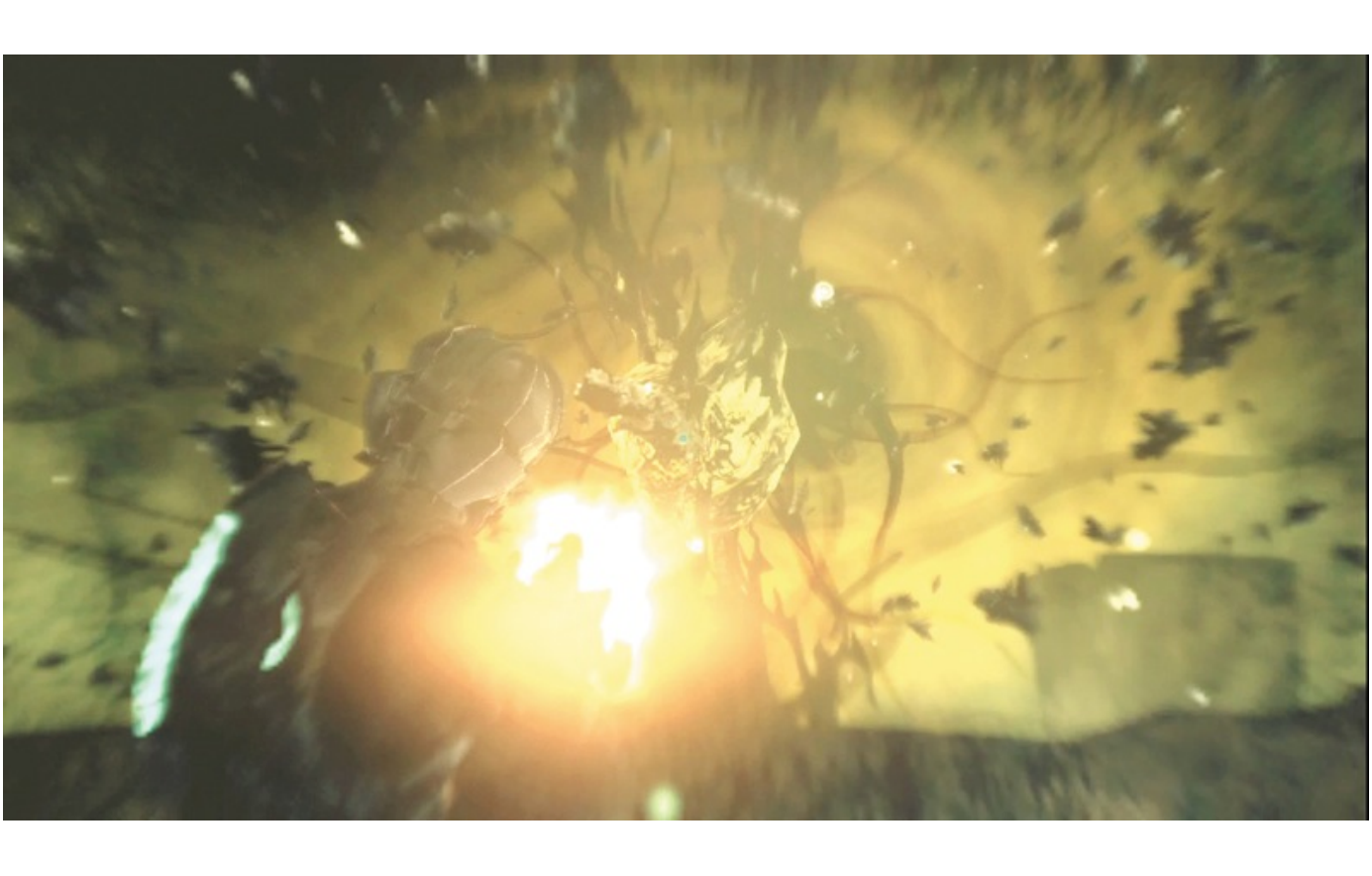
I found that I had to inflict a lot of damage on the Marker's heart at each stage of the battle. While it required several shots from the plasma cutter to make it disappear, it took only one shot from the contact beam.



Nicole returns again—this time with a new type of creature very similar to the Pack. Back away and deploy several mines to blow up many of the Pack coming at you. Then finish off others with the ripper. The Pack will just keep coming, so your focus should be on hitting Nicole. Shoot her again to make her disappear, which will cause the heart to appear again. Shoot it as before.



As more Pack and Nicole return to attack, stun them with the contact beam's alt-fire and then kill them. Again, make sure you focus your efforts on Nicole whenever you can. When the heart appears again, shoot at it to cause more damage.



Fight off a fourth wave of Pack and destroy Nicole for the last time. Shoot at the heart and it will explode, sending you back to reality.

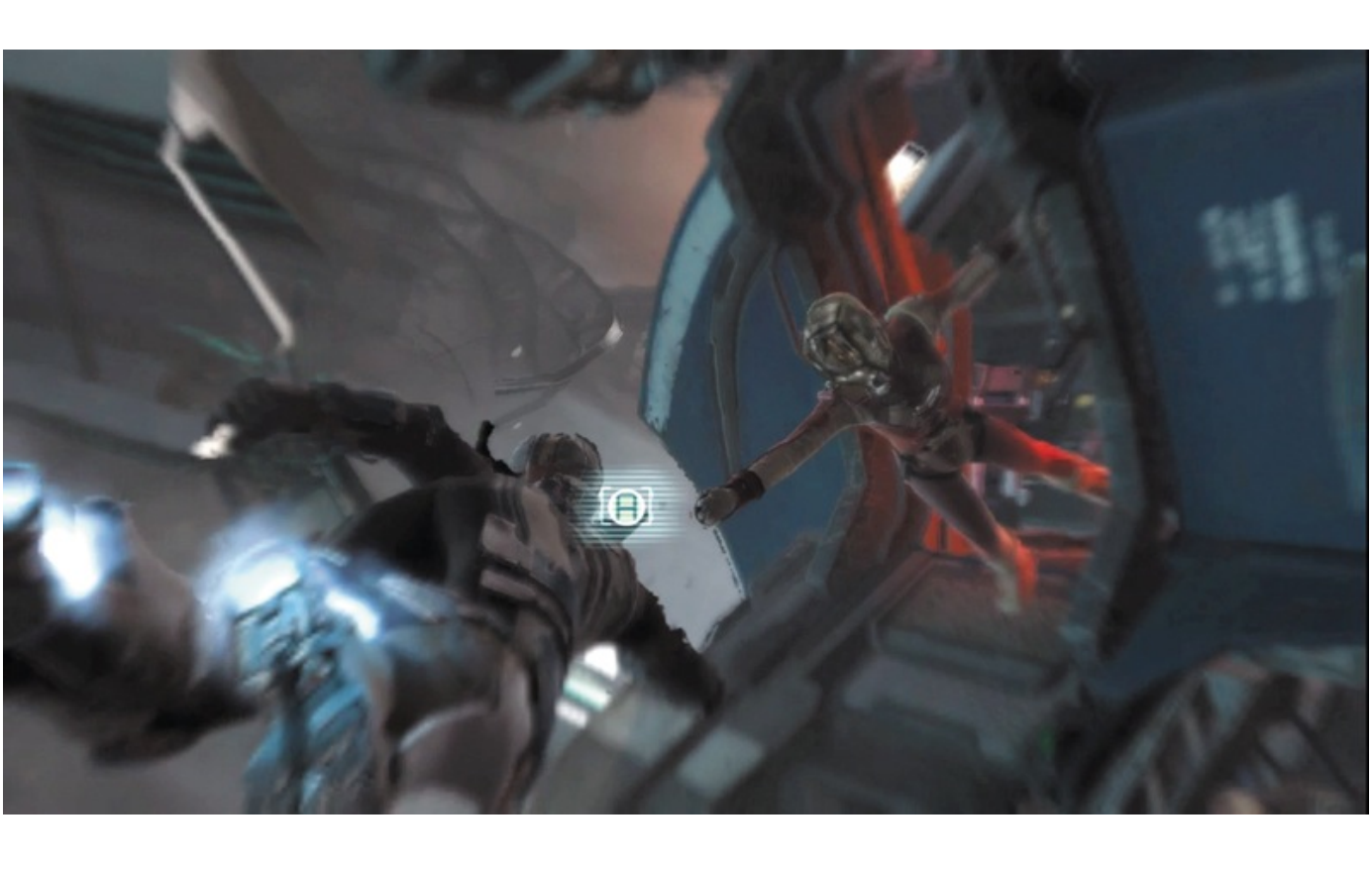
// The Final Sacrifice

Destroy the Marker and you will receive the Final Sacrifice Achievement/Trophy.

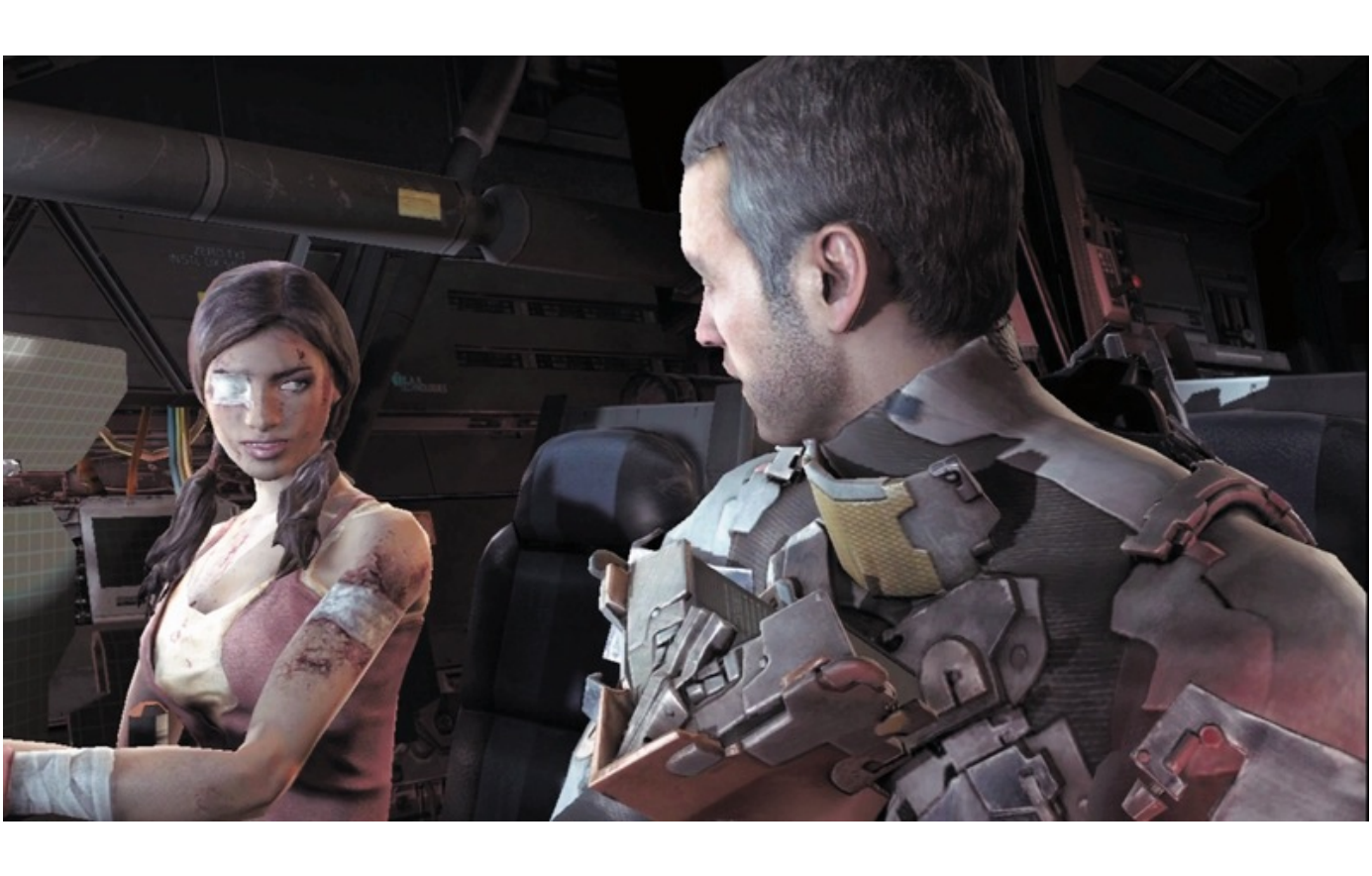
Escape

The destruction of the Marker has destabilized the containment fields of the reactor in this part of Government Sector. While Isaac is resigned to his fate, knowing that he destroyed the Marker and prevented the Necromorphs from spreading, someone else is not so fatalistic.

Ellie brings the gunship crashing through the ceiling, causing the Marker area to decompress. You get sucked into the air and start using your air supply.



Use your thrusters to fly after the gunship. Avoid the debris as you try to catch up to Ellie. Once you reach the gunship, grab on to Ellie's hand so she can pull you inside.



You have survived the Sprawl, destroyed the Marker, and, along with Ellie, headed toward safety. The Necromorph threat is finally eliminated—or is it?

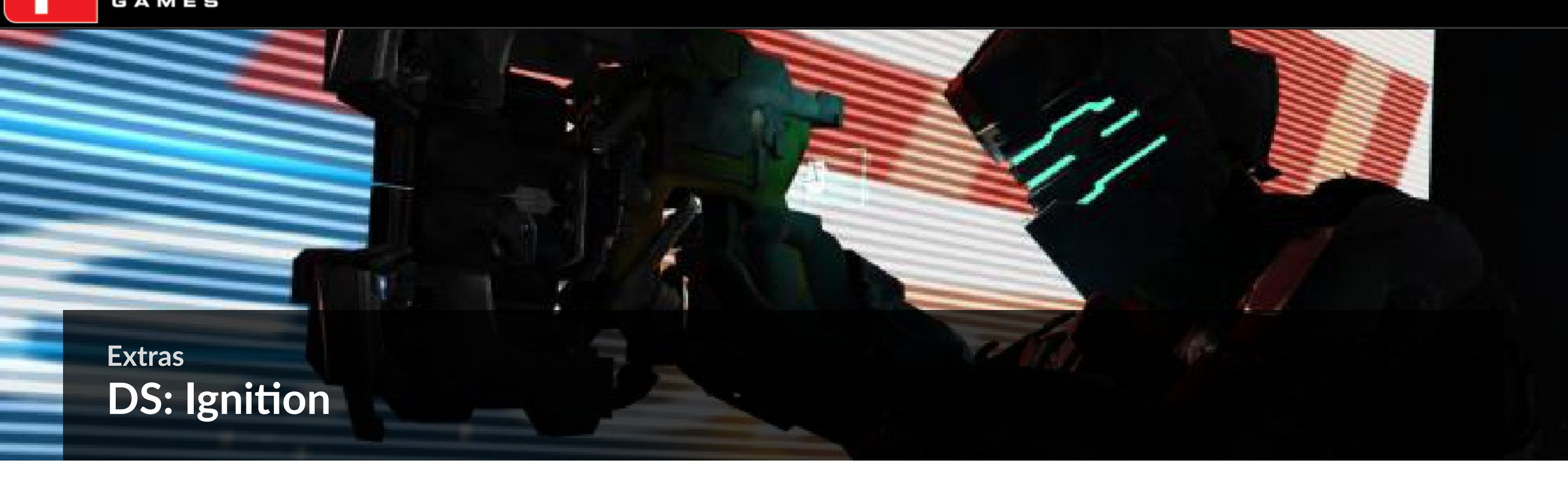
// Made Us Whole

Complete the game on any difficulty level in order to earn the Made Us Whole Achievement/Trophy.

Note

Now that you have completed the single-player game, save your progress so you can unlock "New Game +" mode. This allows you to play through the single-player game again—but this time you start off with all the weapons and equipment you had at the end of your first game.

Find them all in the safe at the first store. In addition, you unlock the advanced prototype suit, which gives you larger inventory and more protection. You can also now play the game in Hardcore mode, which has a bare minimum of health and ammo, and you can save the game only three times total.



Extras

DS: Ignition

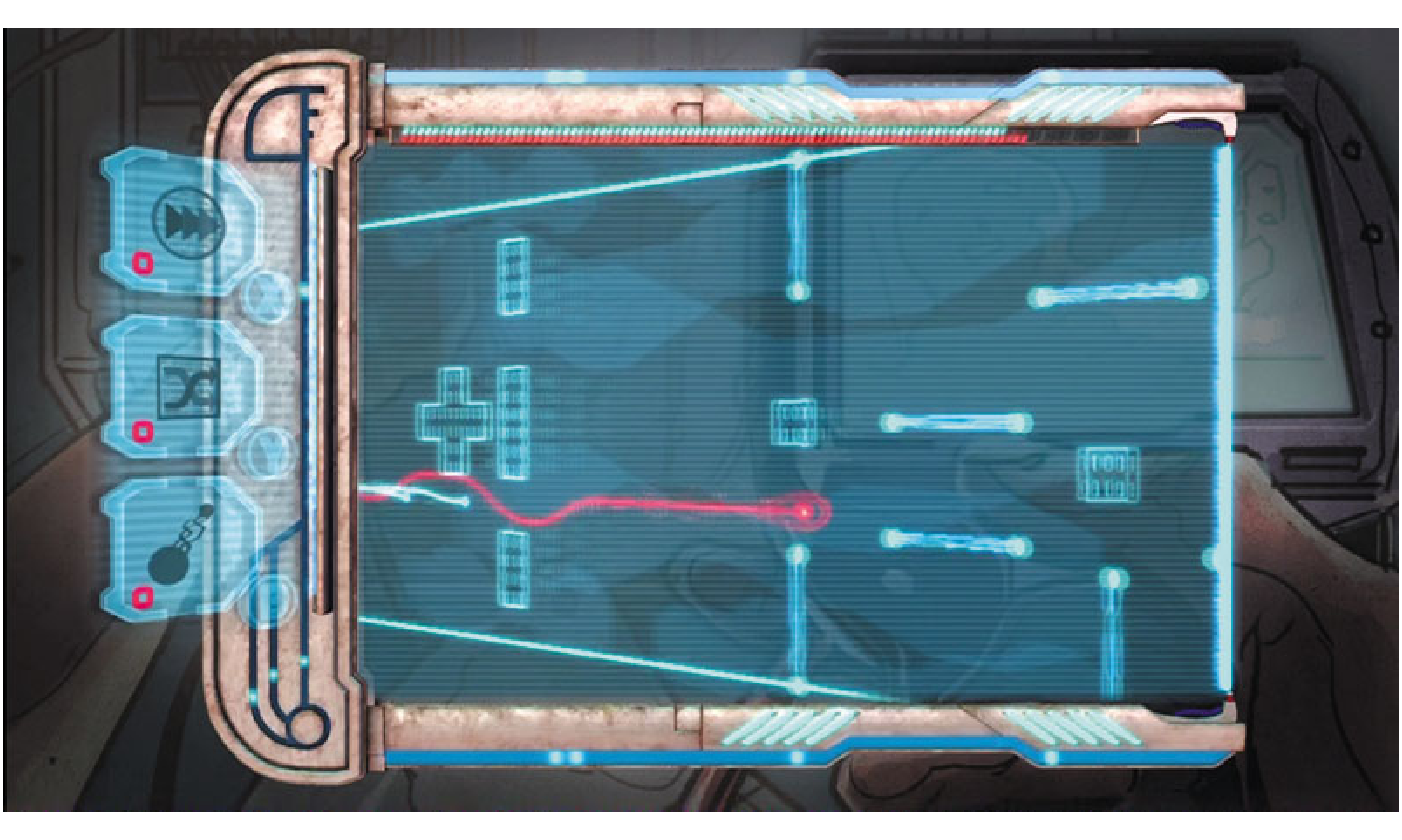
Dead Space: Ignition

Released on Xbox LIVE and the Playstation Network prior to *Dead Space 2*, *Dead Space: Ignition* takes place on the Sprawl before the events in *Dead Space 2* . It consists of a story line along with three different minigames that have ever-increasing difficulty as the story progresses. As players move through this game, they can unlock doors in *Dead Space 2* that allow them to access items not available any other way.

Tips

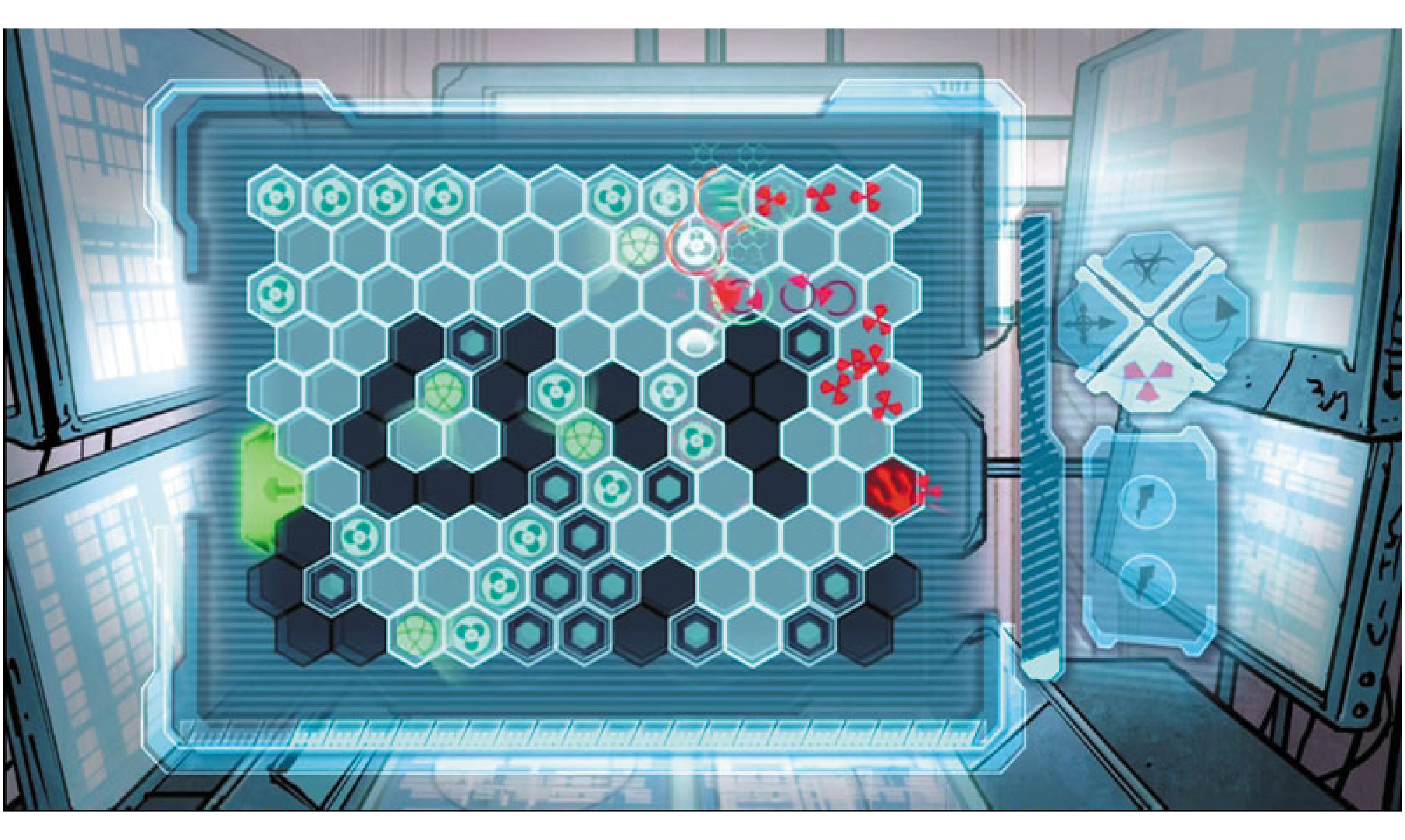
There are three types of minigames in *Dead Space: Ignition* . Each one requires a different type of skill to master. Once you know the basics, you can use the same strategies for all levels.

Trace Route



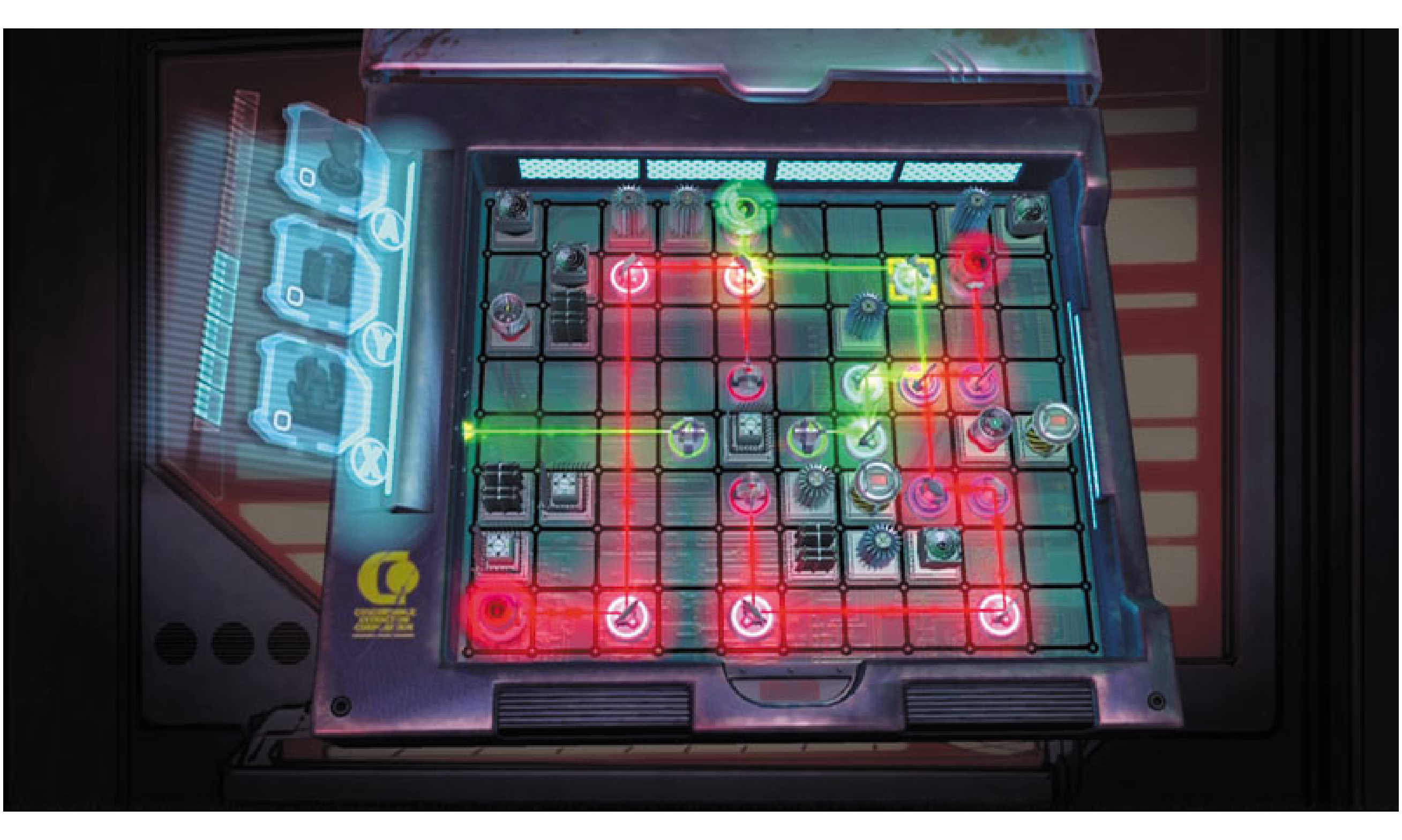
This game is a race between our trace and the AI countermeasures. As you move your trace through the data stream, dodge the data blocks and firewalls that slow you down. Use the link libraries to briefly speed up your trace. In addition, you carry a link library that will speed you up with a push of a button. The key is to get ahead of the AI countermeasures and keep them behind you. If they get in close behind you, drop a firewall. This is more effective if you drop it right in front of the AI countermeasures so they hit it and slow down. In more complex traces, you can slow down to maneuver around data blocks and firewalls. There are also DDoS segments that will reverse your controls if you pass through them. You can also drop these in front of AI countermeasures to slow them down. Remember to hit all of the link libraries you can-especially when there is a row of two or three; they will give you a considerable boost of speed to either catch up with AI countermeasures or increase your lead. You must reach the end first in order to win this game.

System Override



This game requires you to infect a system core with viruses. Antivirus units try to prevent you from getting to the core. You have two main types of viruses at your disposal. The cycler viruses slow down antiviruses as they move past them. This prevents the antiviruses from fighting back against your viruses. Your corruption viruses, on the other hand, will destroy antiviruses and are what you need to reach the system core to infect it. The key to winning this game is to send several cycler viruses followed by several corrupter viruses right at the start. As the cyclers slow the antiviruses down, your corrupters can move in and take them out. Work to clear a path toward the system core. You don't need to clear the entire grid-just enough to get your corrupters to the core. In later levels of this game, you will get spoofs that can move right past antiviruses as long as they are not first detected by scanners. Take out the scanners first with corrupters. In addition, use power spikes to open up weak hexes that block your path so you can create shortcuts to the core. These also can destroy antiviruses. Eventually you will get the slaver virus, which makes antivirus units attack each other rather than you. The effect is temporary, but it can do a lot of damage. Use them to get past antiviruses and attack scanners. A good tactic is to send corrupters with your slavers to quickly clear a path for you. Remember that the key to winning is using the right combination of viruses. You can't win by sending in only one type, no matter how many you send. Watch your power and let it build up before making massive attacks against tough spots.

Hardware Crack

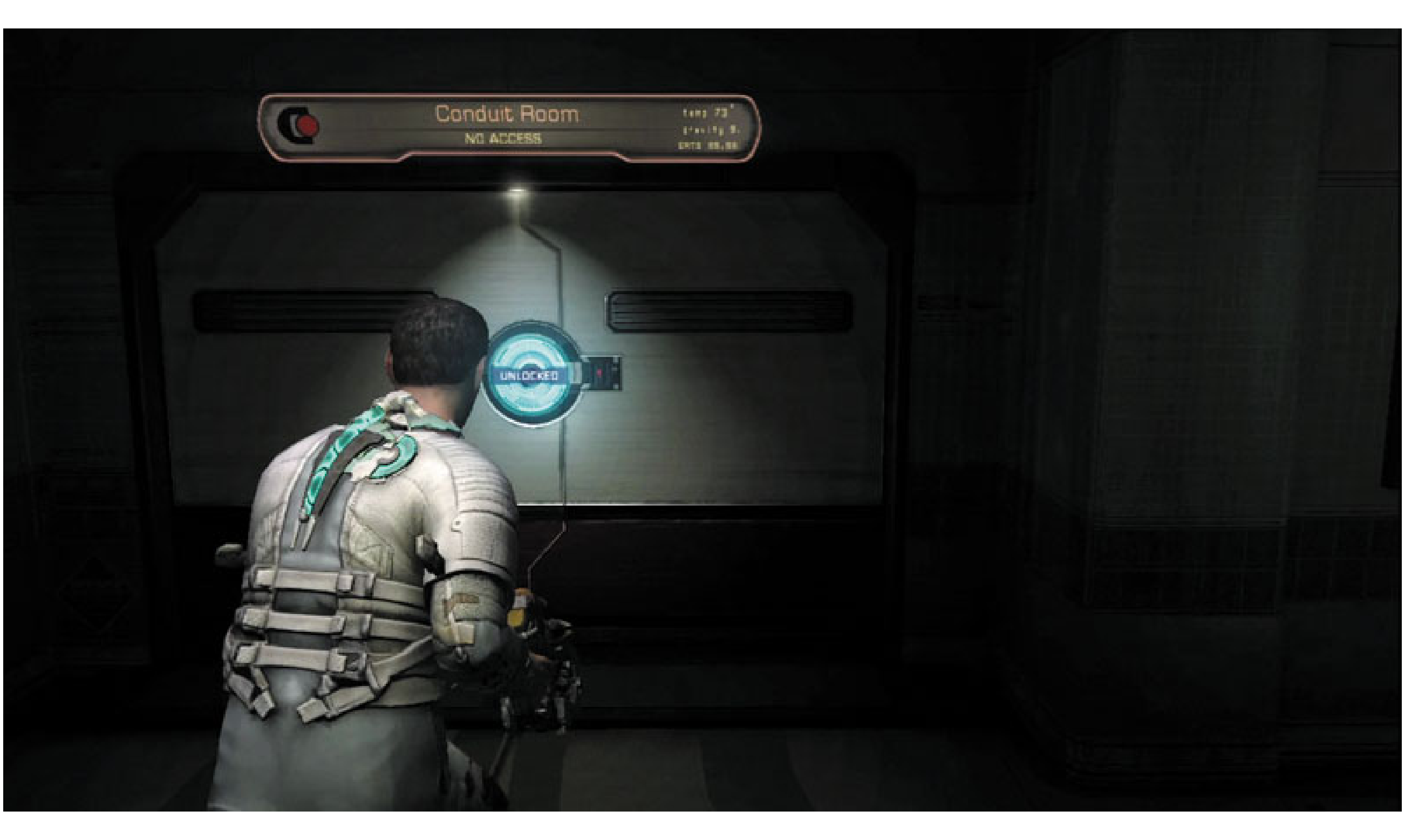


The Hardware Crack is more like a puzzle. You have to redirect green beams into green receivers and red beams into red receivers. Use reflectors to do this. You place reflectors and can then rotate them to relect the beam at riht angles. Later you gain access to projectors. These split a beam in three different directions. In addition, if you send a red and a green beam into a splitter, you get a yellow beam. You will need this for circuits with yellow receivers. In more difficult levels, you can remove components to open up paths for your beams rather than reflecting beams around them. Watch our or capacitors. If you get beams too close, they will charge and blow up, knocking your nearby pieces off the circuit. You have a limited number of reflectors and projectors, so use them effectively. Pick them up and redo your route if it does not work. The game is timed, but plan out your routes. The shortest is not always the best since it may interfere with getting another color beam to a receiver.

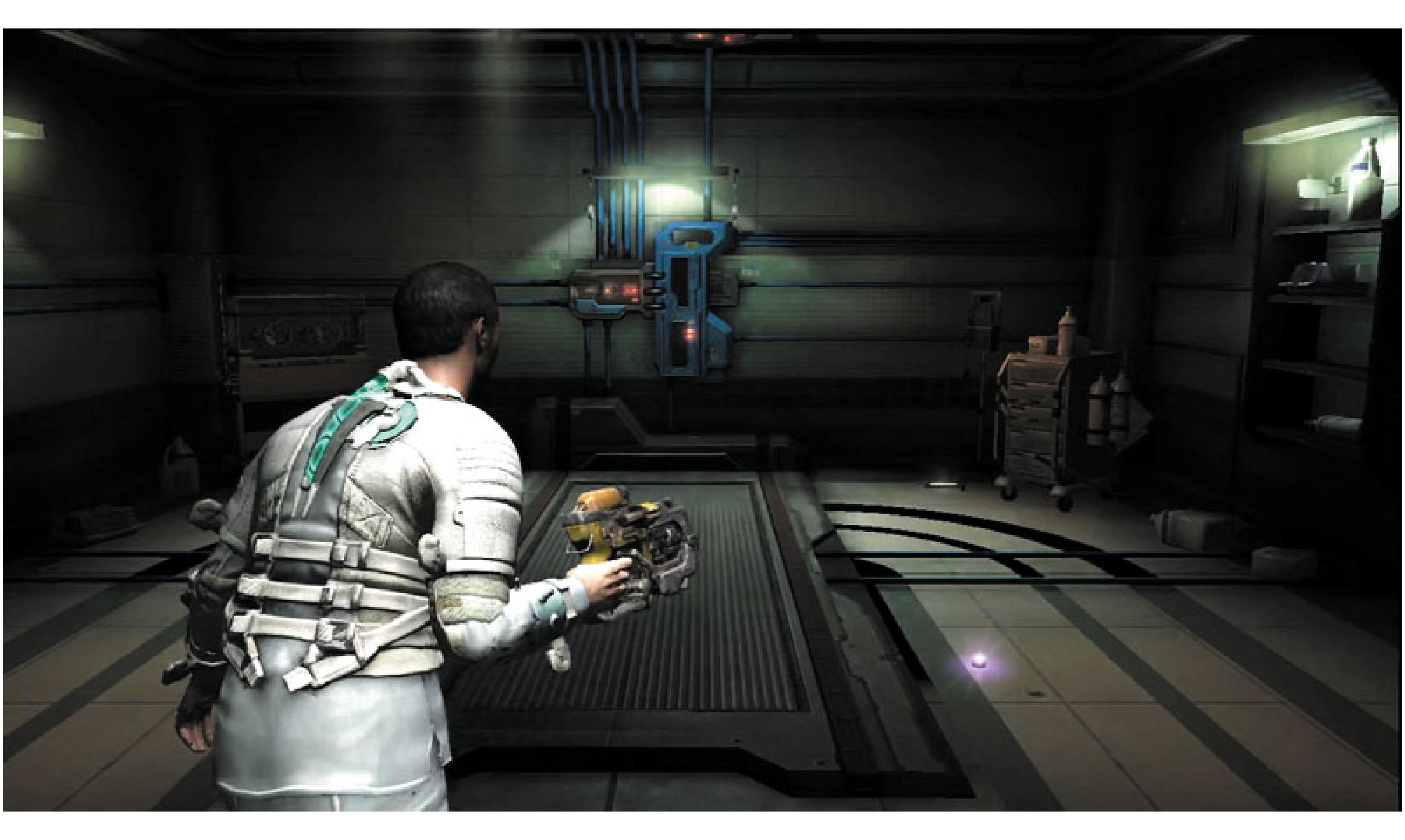
Unlocks from *Dead Space: Ignition*

As you play *Dead Space: Ignition* , you can unlock doors you will encounter in *Dead Space 2* . There are four of these doors; each one has a sign that reads "Conduit Room, No Access."

Chapter 1: Hospital



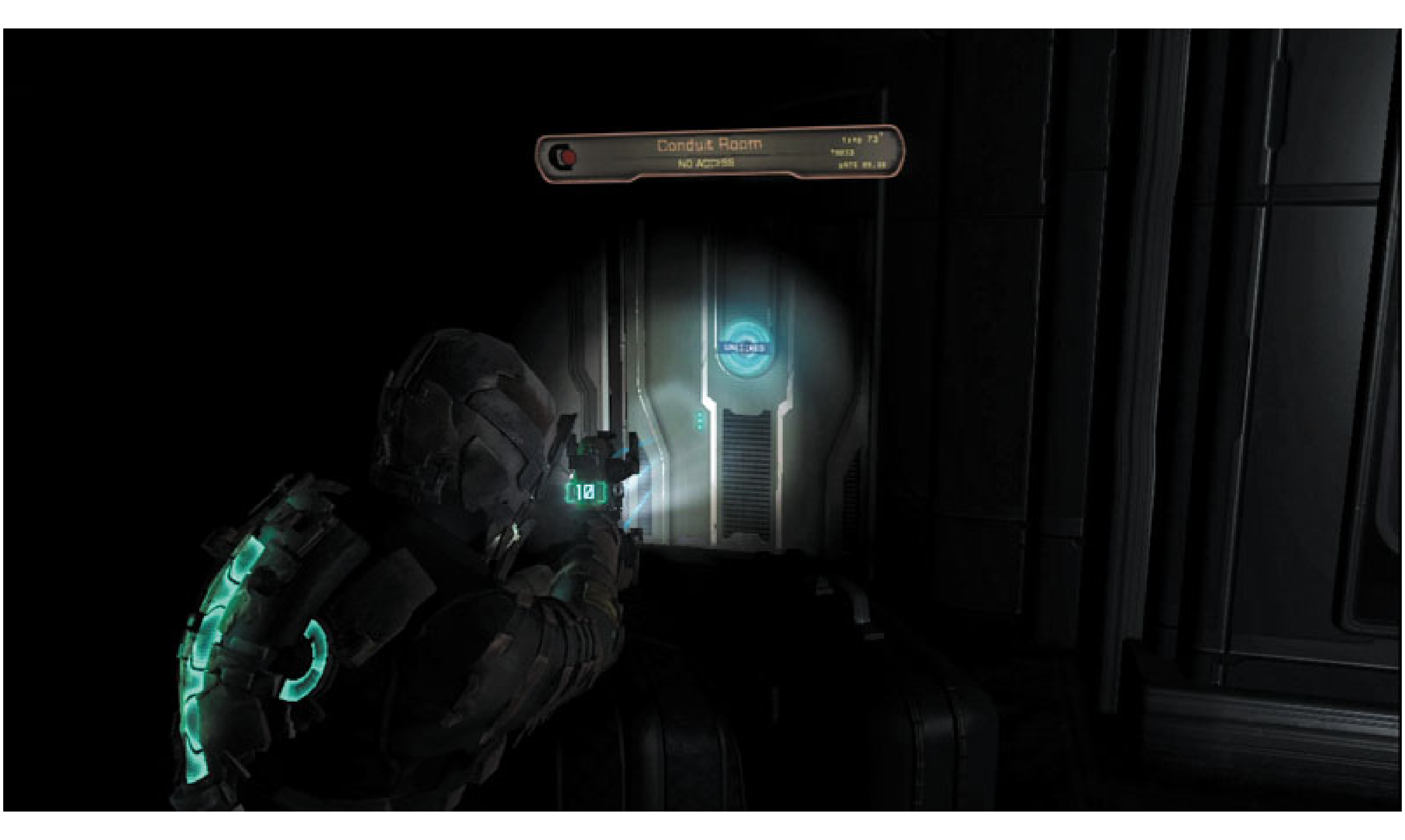
The first unlocked door is in the hospital. After getting off the elevator at the patient care area, head down the hallway to the left and walk through this door, which is now unlocked. Inside you will find a power node, some ammo, and an audio log.



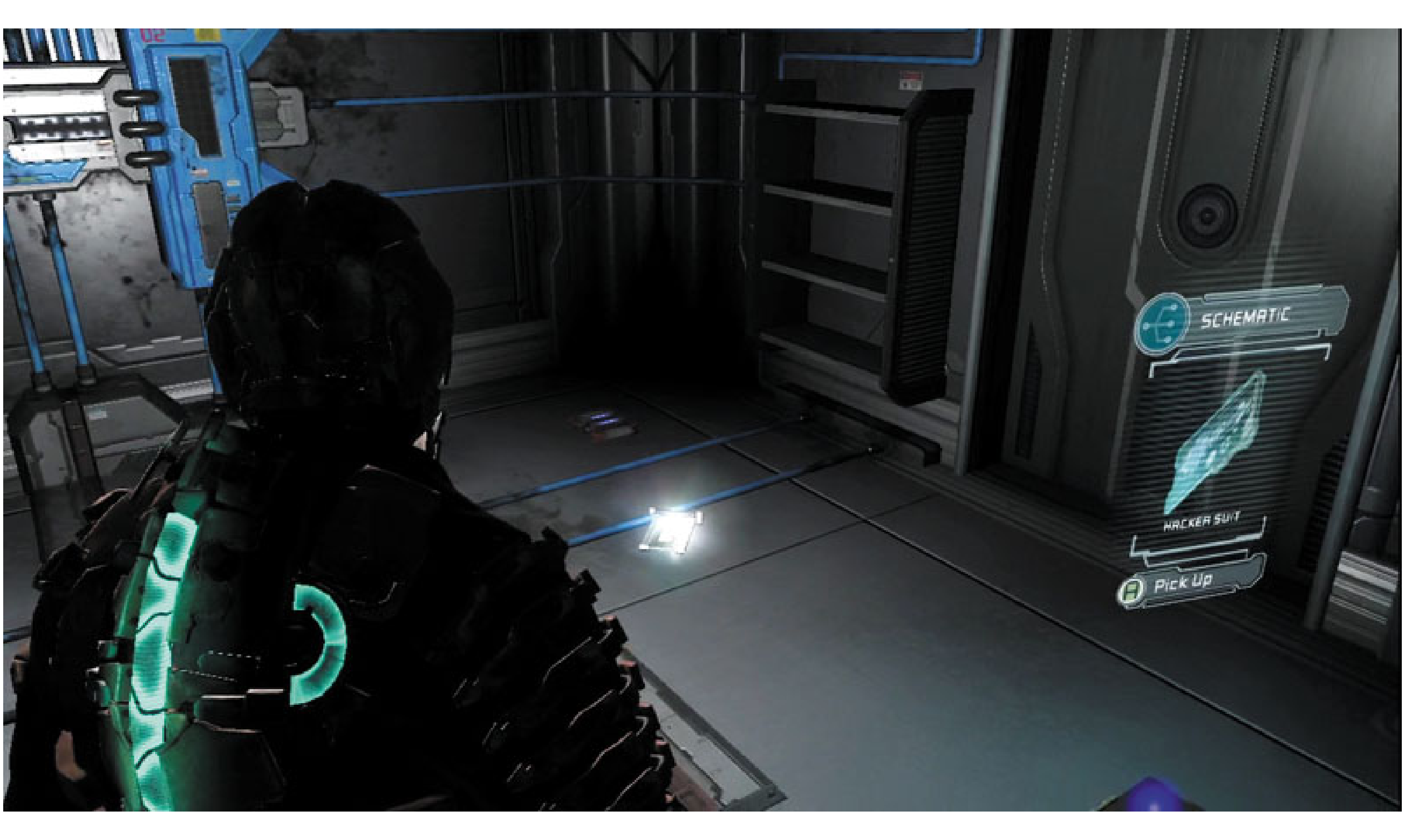
// Audio Log: Final Report

Final report: Partner situation resolved. Target zero awaits, and I'm on my way. Altman be praised.

Chapter 2: Concourse



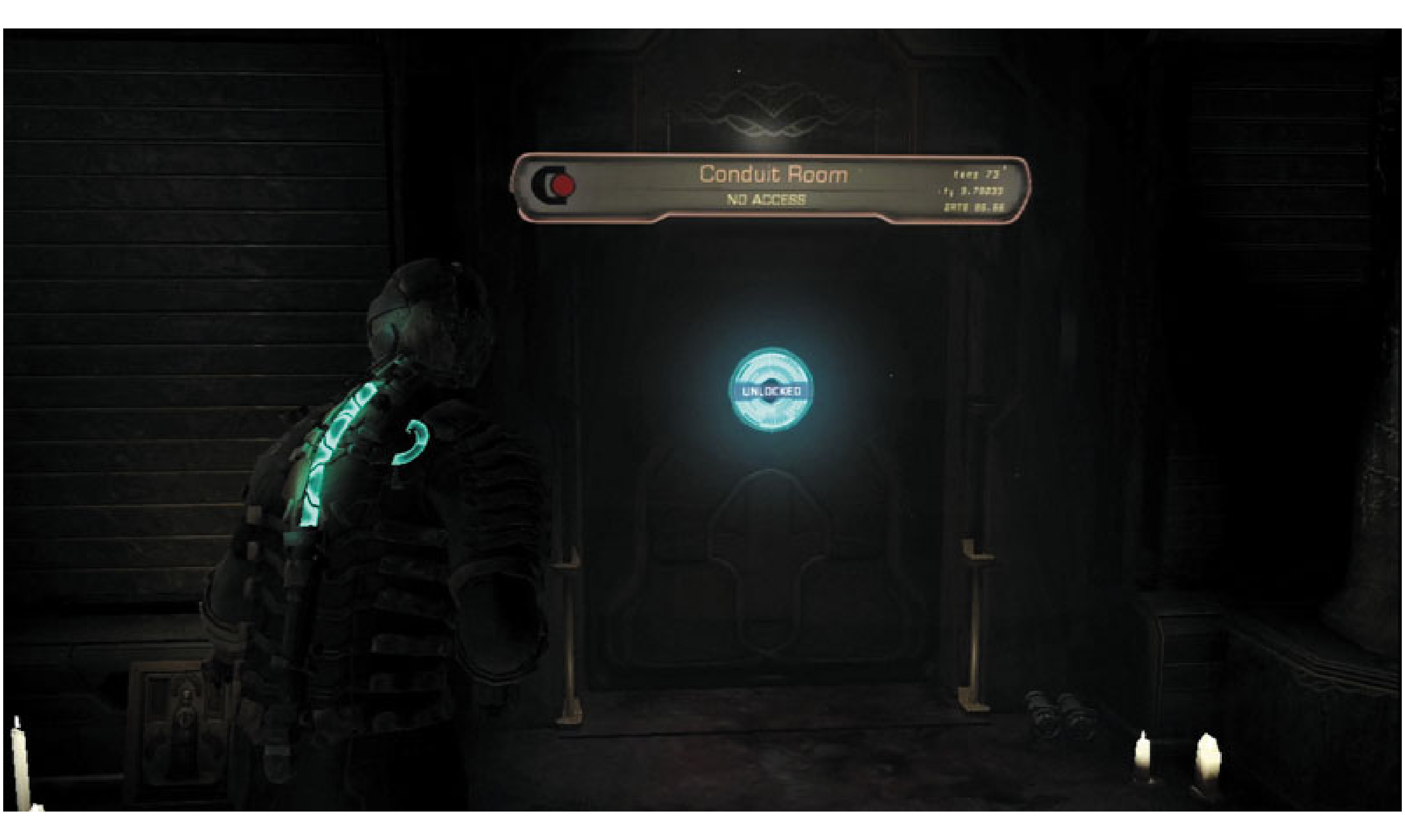
When you reach the concourse located right before the transit station, clear out the Necromorphs and head to the far end to find this door. This is one you do not want to miss. Inside you will find some ammo; an audio log; and a schematic for the hacker suit, which can reduce the number of hack security levels by one. While wearing it, you need to only hack a console twice instead of three times.



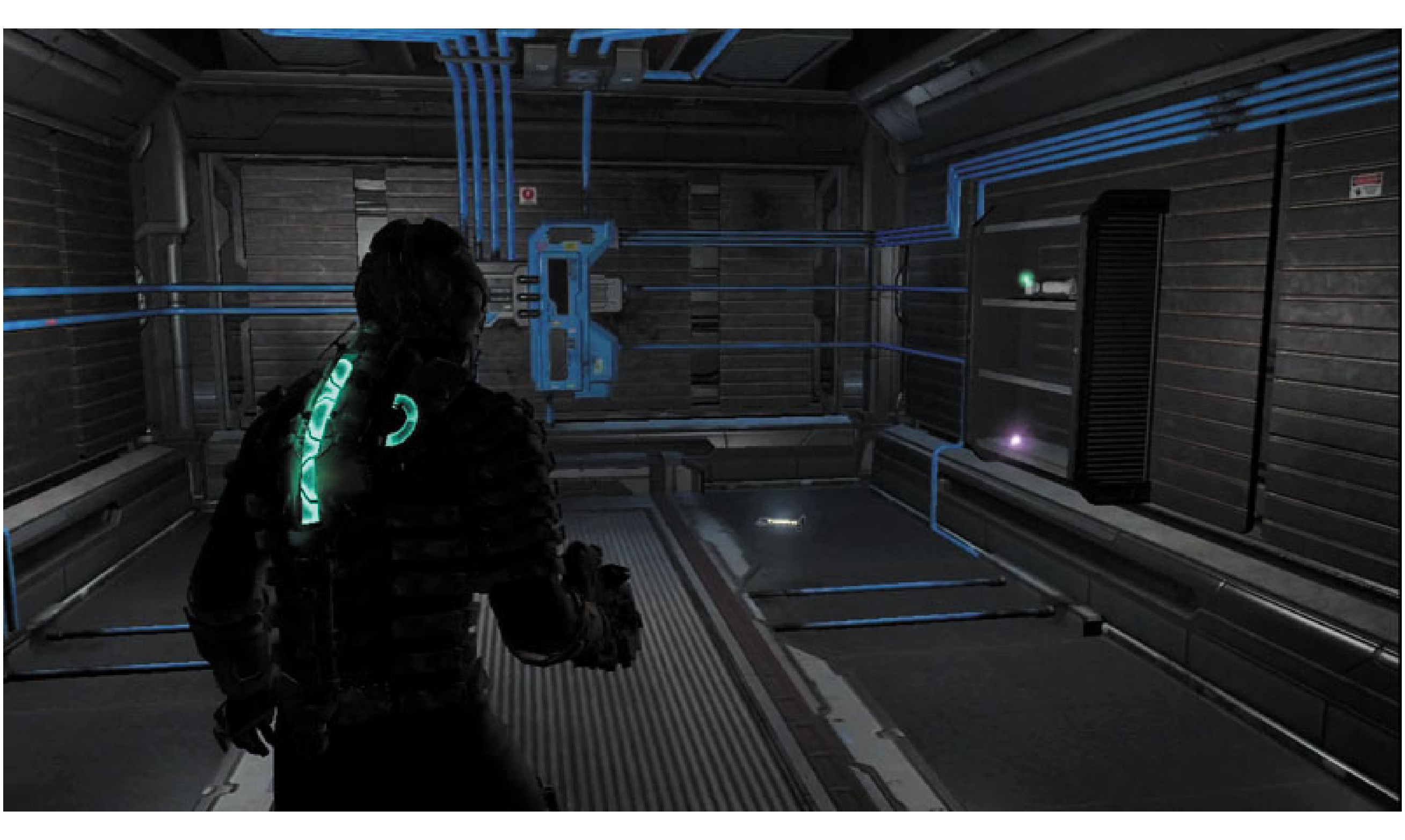
// Audio Log: Hampered

Report three: The outbreak is seriously hampering my progress, but I expect to reach target zero soon. Stand by.

Chapter 4: Chapel Corridor



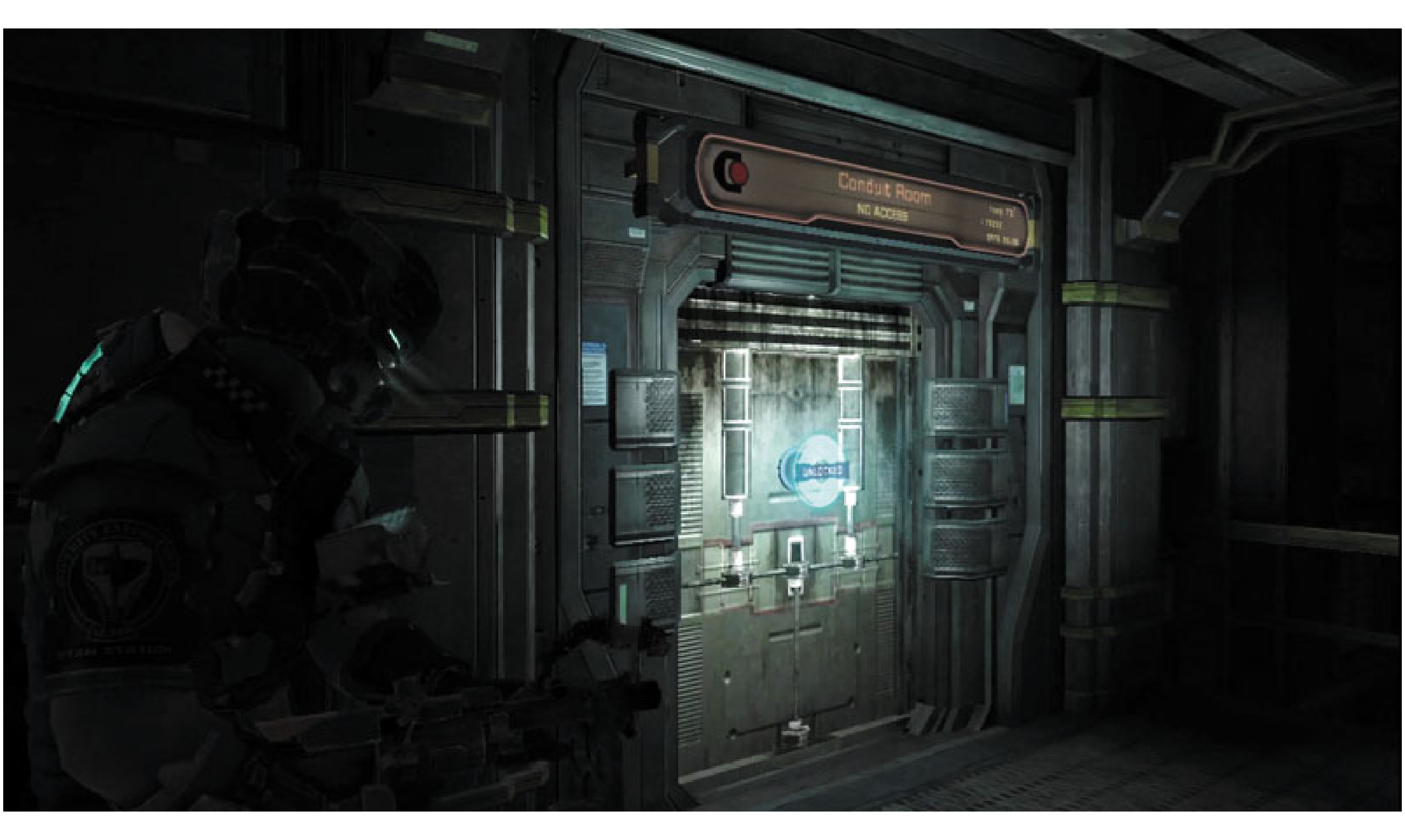
After leaving the basilica, you enter a dark corridor. The door on the left, next to a med pack, will be unlocked due to your previous hacking. Enter it to get a power node, a med pack, and an audio log.



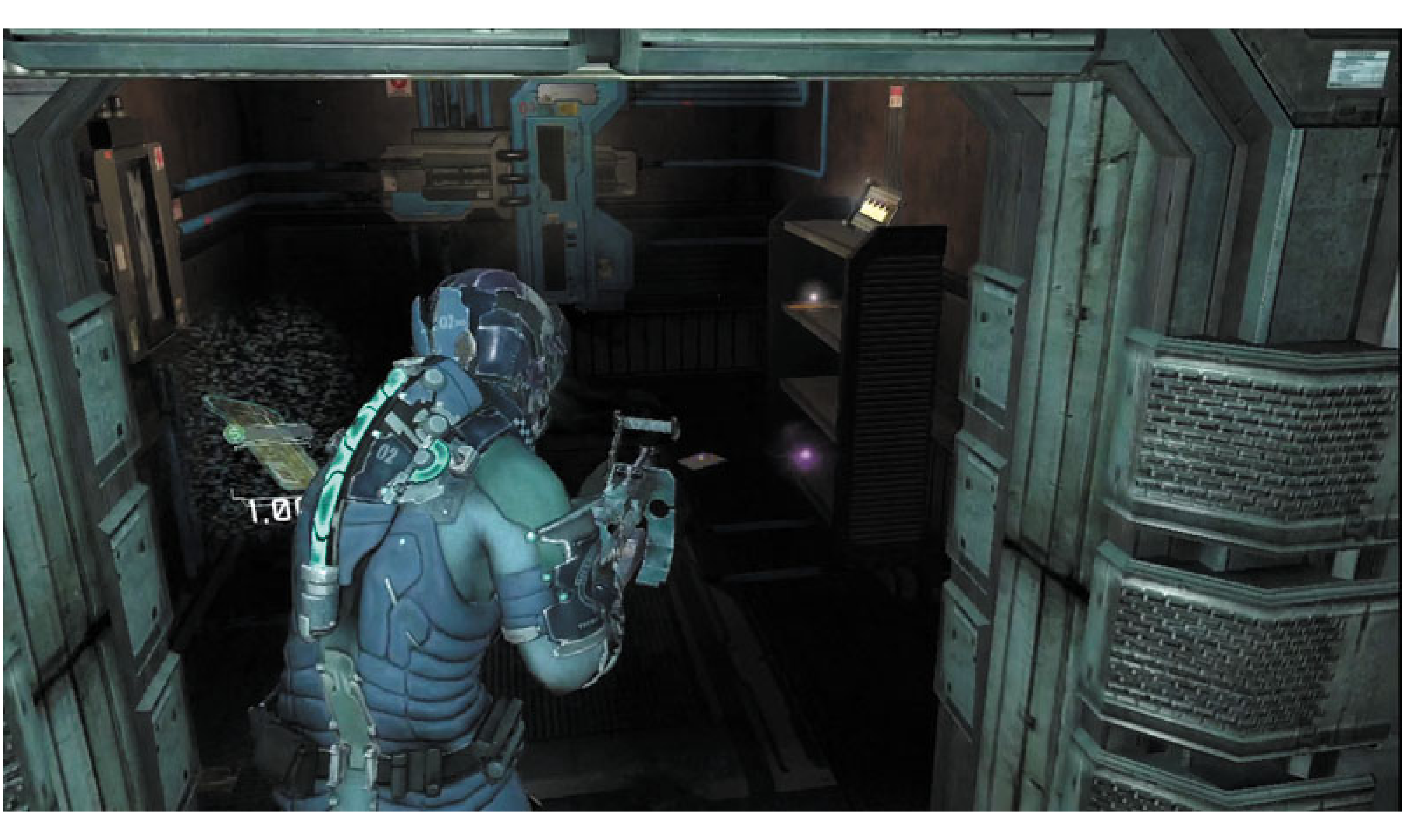
// Audio Log: Suspicion

Report number two: Making progress but can't get away from my partner without arousing suspicion. I'll figure something out.

Chapter 9: Fuel Pressurization Towers

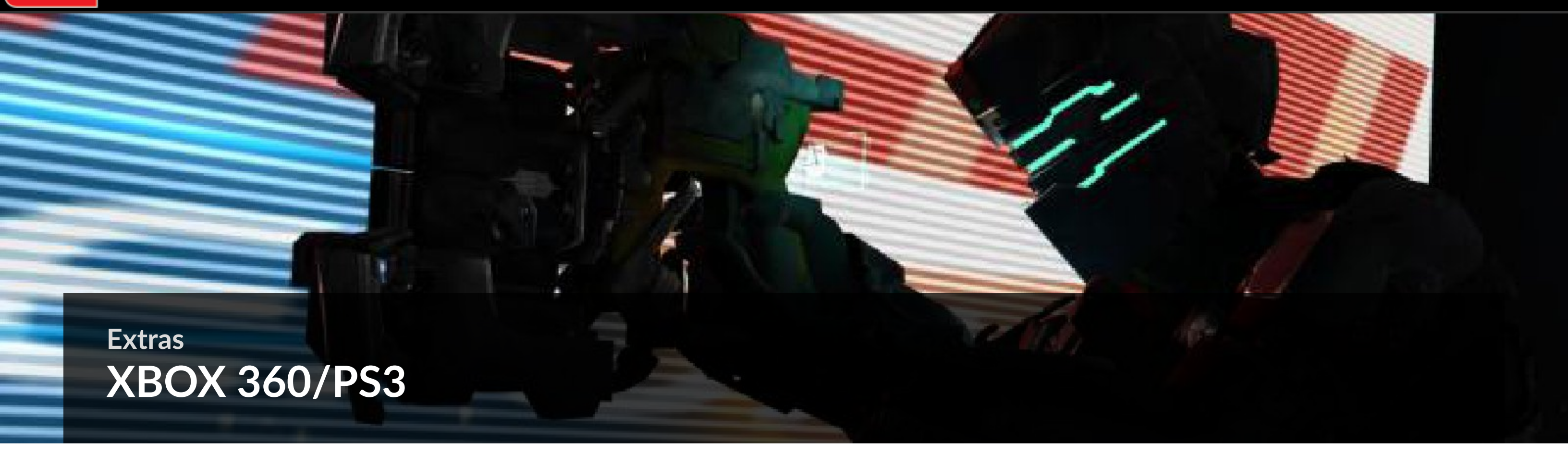


After this chapter begins and you leave Ellie and Stross, travel along a catwalk to a cargo life. As you follow the upper catwalk, kill several Necromorphs and then look for a door on the left. Inside you will find lots of credits, ammo, a power node, an audio log, and a schematic for the hacker contact beam. This weapon has a unique appearance as well as a faster charge rate. Since the contact beam is a great weapon to begin with, this one is even better and should be acquired.

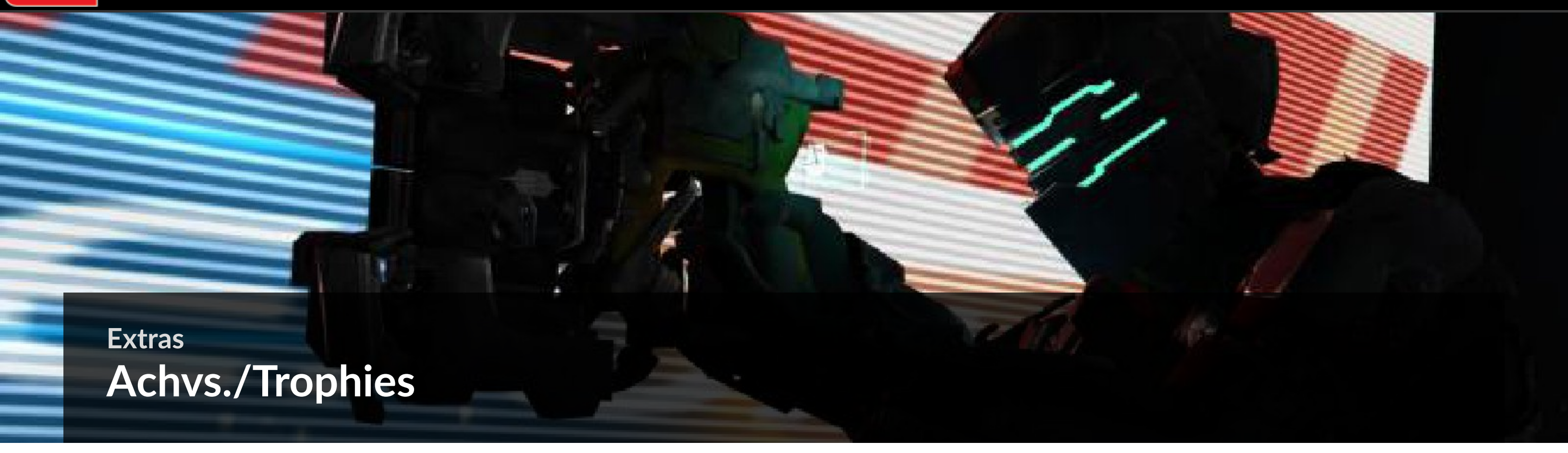


// Audio Log: Activation

Activation acknowledged. I'm en route to target zero. Stand by for further reports.



Name	Description	Game Chapter	Xbox 360 Gamer Points	PlayStation3 Trophies	PlayStation3 Points
Patient on the Loose	Get your first suit	1	15	Bronze	15
Derailed	Survive the Train Sequence	2	20	Bronze	15
One Small Step	Get through the first Zero-G area	3	10	Bronze	15
Clever Girls	Survive your first encounter with Stalkers	4	10	Bronze	15
Torment Me No More	Kill the Tormenter	5	20	Bronze	15
The Graduate	Win the fight at the school	6	20	Bronze	15
Elevator Action	Knock off every Tripod during the elevator sequence	7	15	Bronze	15
Shut Down	Defeat the AI	7	10	Bronze	15
Powered Up	Complete the solar array puzzle	7	15	Bronze	15
Hornet's Nest	Destroy the Tripod Nest	9	30	Bronze	15
Operation!	Snare the *Shard* with the *Ishimura*	10	15	Bronze	15
Knock Knock	Complete the drill ride	12	25	Bronze	15
Cross your Heart, Hope to Die	Survive the eye poke machine	13	30	Bronze	15
The Final Sacrifice	Destroy the Marker	15	50	Bronze	15
The Fugitive	Escape the Facility	15	50	Gold	90
Made Us Whole	Complete the game on any difficulty setting	15	10	Bronze	15
Hard to the Core	Complete the game on Hardcore setting	15	50	Gold	90
Mission Impossible	Complete the game on Zealot setting	15	50	Gold	90
Lightspeed de Milo	Dismember the Lightspeed Boy statue	3	10	Bronze	30
Collect Peng	Find the Peng treasure	7	20	Silver	30
Looking Good	Purchase the advanced suit	11	10	Bronze	15
The Librarian	Collect 150 logs	Multiple	10	Bronze	15
The Electrician	Collect 10 semiconductors	Multiple	10	Silver	30
The Engineer	Collect 10 schematics	Multiple	10	Silver	30
First Aid	Use quick heal ten times	Multiple	10	Bronze	15
Romper Stomper	Stomp 10 containers	Multiple	25	Bronze	15
Picking Favorites	Upgrade 1 weapon completely	Multiple	30	Bronze	15
Fully Outfitted	Upgrade your RIG and stasis completely	Multiple	30	Bronze	15
Fully Loaded	Simultaneously have four completely upgraded weapons	Multiple	50	Bronze	15
Think Fast	Kill 30 Necromorphs with objects using kineses	Multiple	50	Bronze	15
Shoot the Limbs	Dismember 25 limbs	Multiple	10	Bronze	15
Frozen in Time	Kill 50 Necromorphs while they are in stasis	Multiple	10	Bronze	15
Taste of your own Medicine	Impale a Slasher using a Slasher's arm.	Multiple	20	Bronze	15
Vacuum Cleaner	Decompress 20 Necromorphs without getting sucked out yourself.	Multiple	30	Bronze	15
Skewered in Space	Impale an enemy into a decompression window to cause it to blow out.	Multiple	15	Bronze	15
Clean Cut	Sever all three tentacles of a Lurker with one line gun primary fire shot.	Multiple	10	Bronze	15
Lawnmower Man	Kill 4 enemies with the same ripper blade	Multiple	10	Bronze	15
Peek a Boo!	Kill a Stalker with the seeker rifle while in zoom mode.	Multiple	20	Bronze	15
The Nanny	Kill 30 Crawlers without detonating them.	Multiple	10	Bronze	15
It's a Trap!	Kill 20 enemies with detonator mines in a deployed state.	Multiple	20	Bronze	15
The Sampler Platter	Kill a Necromorph with every weapon in the game.	Multiple	20	Bronze	15
Shock Therapy	Impale an enemy with the javelin gun and use its alt-fire to shock three others.	Multiple	10	Bronze	15
Bouncing Betty	Kill a Cyst by catching its pod and throwing it back.	Multiple	10	Bronze	15
Necro Flambe	Kill 50 enemies using the flamethrower	Multiple	10	Bronze	15
Going for distance	Impale an enemy and make him fly through the air for 1.5 seconds.	Multiple	20	Bronze	15
Brute Joke	Kill a Brute without taking damage.	Multiple	10	Bronze	15
...And Stay Down	Kill 25 crawling enemies with stomp	Multiple	10	Bronze	15
Epic Dismemberment	Dismember 2,500 limbs	Multiple	50	Silver	30
C-Section	knock down an enemy with contact beam alt-fire, then kill them with primary fire before they stand up.	Multiple	10	Bronze	15
My Boom Stick	Kill 6 enemies at once with the line gun's alt-fire	Multiple	10	Bronze	15
The Final Frontier	Earn all trophies	N/A	N/A	Platinum	50

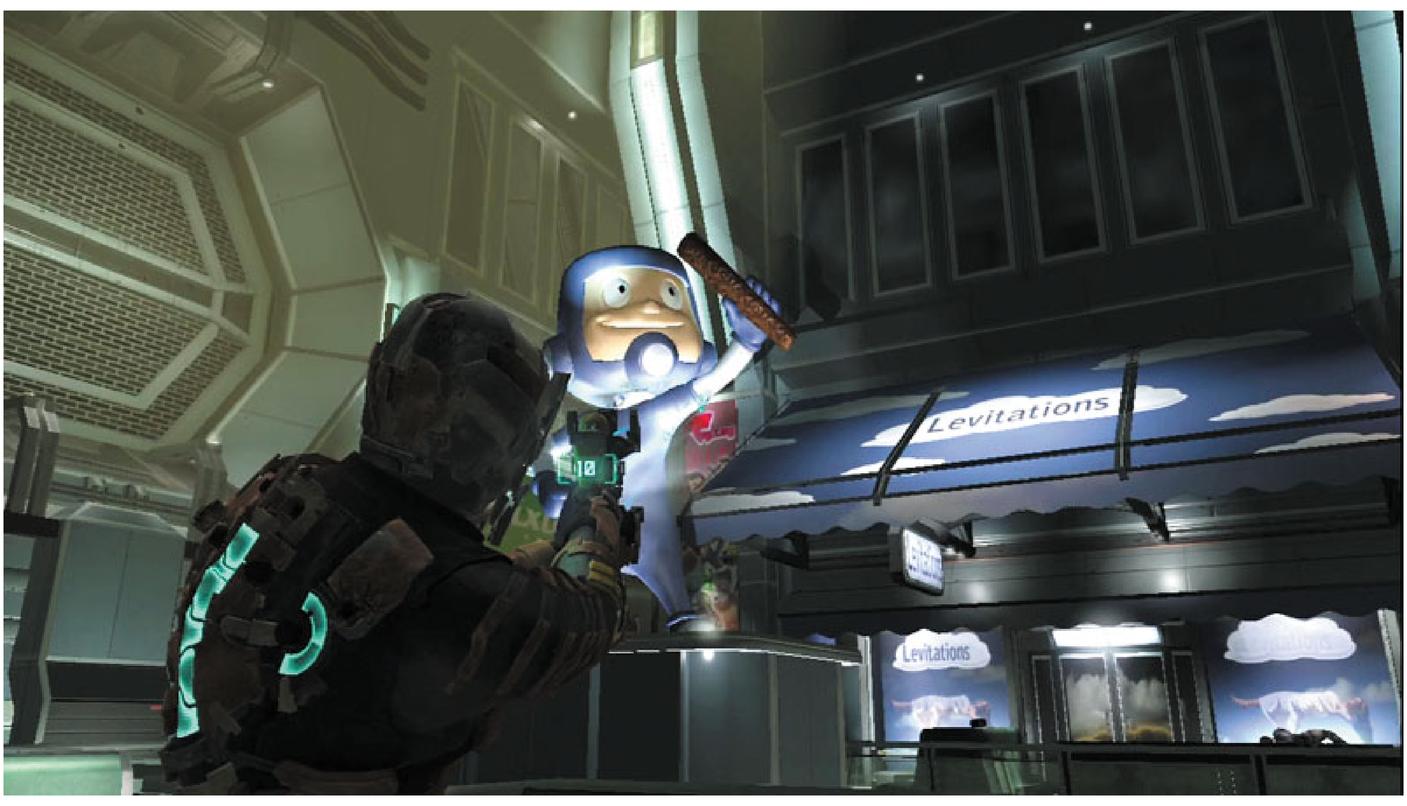


Achvs./Trophies

Getting Achievements and Trophies

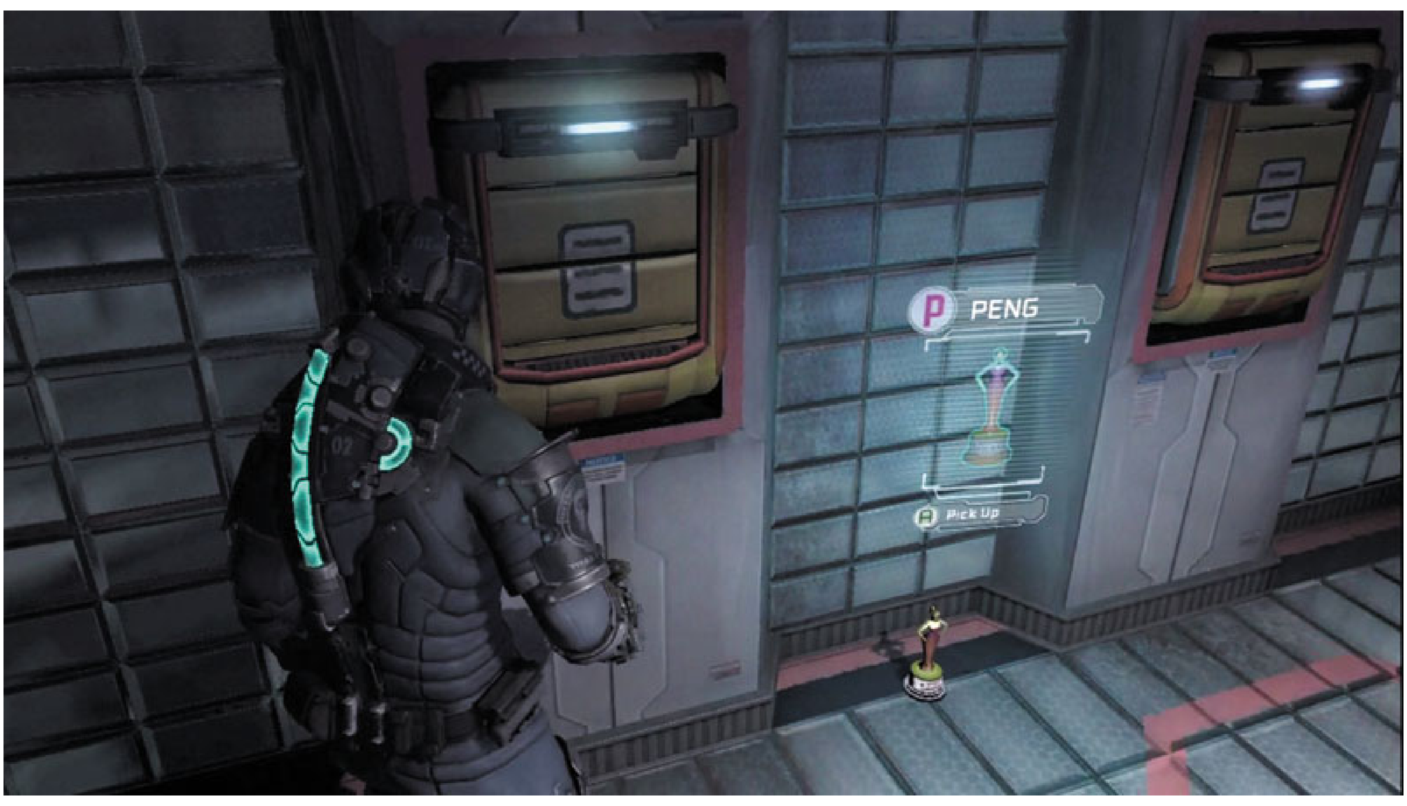
Many of the achievements/trophies are earned as you progress through the game. For example, as you complete a chapter or get through an area alive, you earn these rewards. Others require you to collect items such as logs, schematics, or semiconductors. However, some require actions out of the ordinary and are easy to miss if you do not know about them or what to do. Here are some tips to help you get those tougher or more obscure achievements/trophies.

Lightspeed De Milo



Within the shopping concourse in Chapter 3, there is a statue of the Lightspeed Boy. Use your plasma cutter to shoot off his arms and head to earn this achievement/trophy. See, that was not so tough

Collect Peng

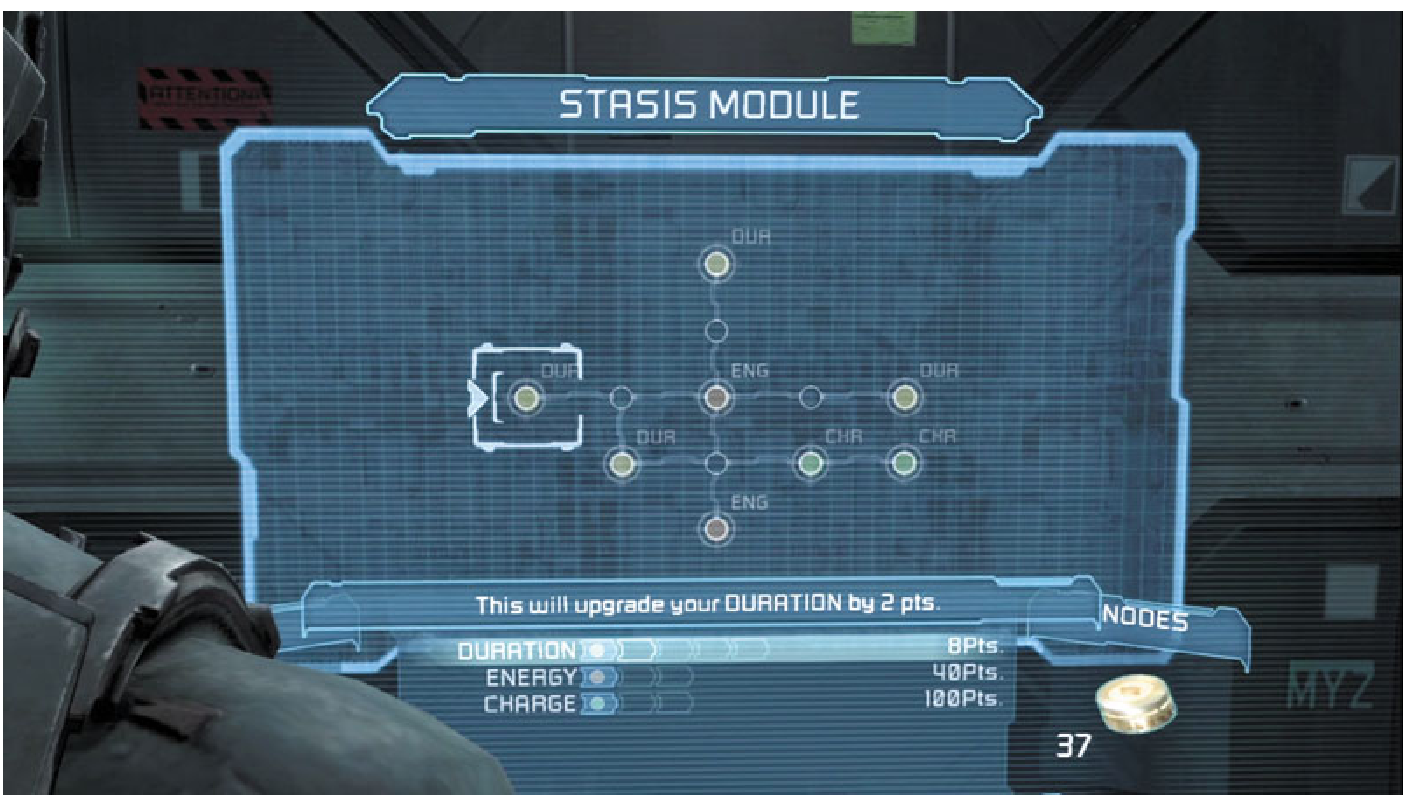


This little statue is tough to find. You actually have to complete a separate puzzle in the main frame area in Chapter 7 to reach a secret room where this beauty is hiding. Check out the walkthrough for Chapter 7 of the game for a detailed explanation of how to get the Peng.

Killing Necromorphs

Many of the achievements/trophies are awarded for killing Necromorphs. Some are for dismembering limbs or using kinesis to launch objects at enemies. In addition, almost every weapon has a reward that you can earn for using them. Some, like the javelin gun and the line gun, have more than one achievement/trophy for using them. The key to earning these is to get all of the weapons and then use them. If you stick to only four different weapons, you will miss out on several rewards-so experiment with them all. Don't forget to use stasis. Killing enemies while they are in stasis also earns you an achievement/trophy. In addition, you will need stasis to kill the Brute without taking any damage yourself.

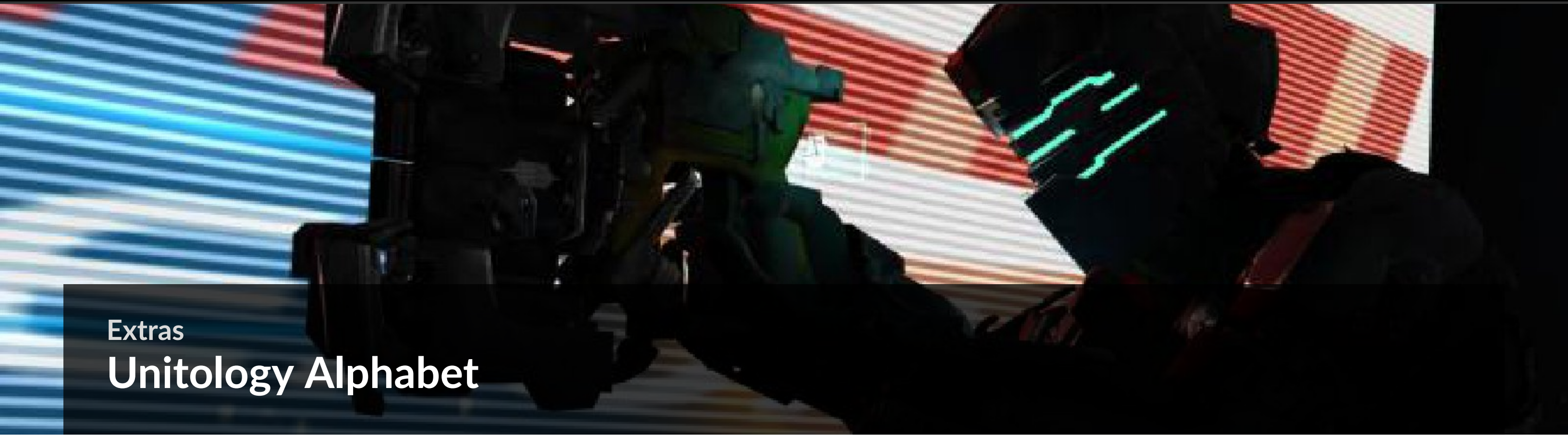
Upgrading



This will upgrade your DURATION by 2 pts.

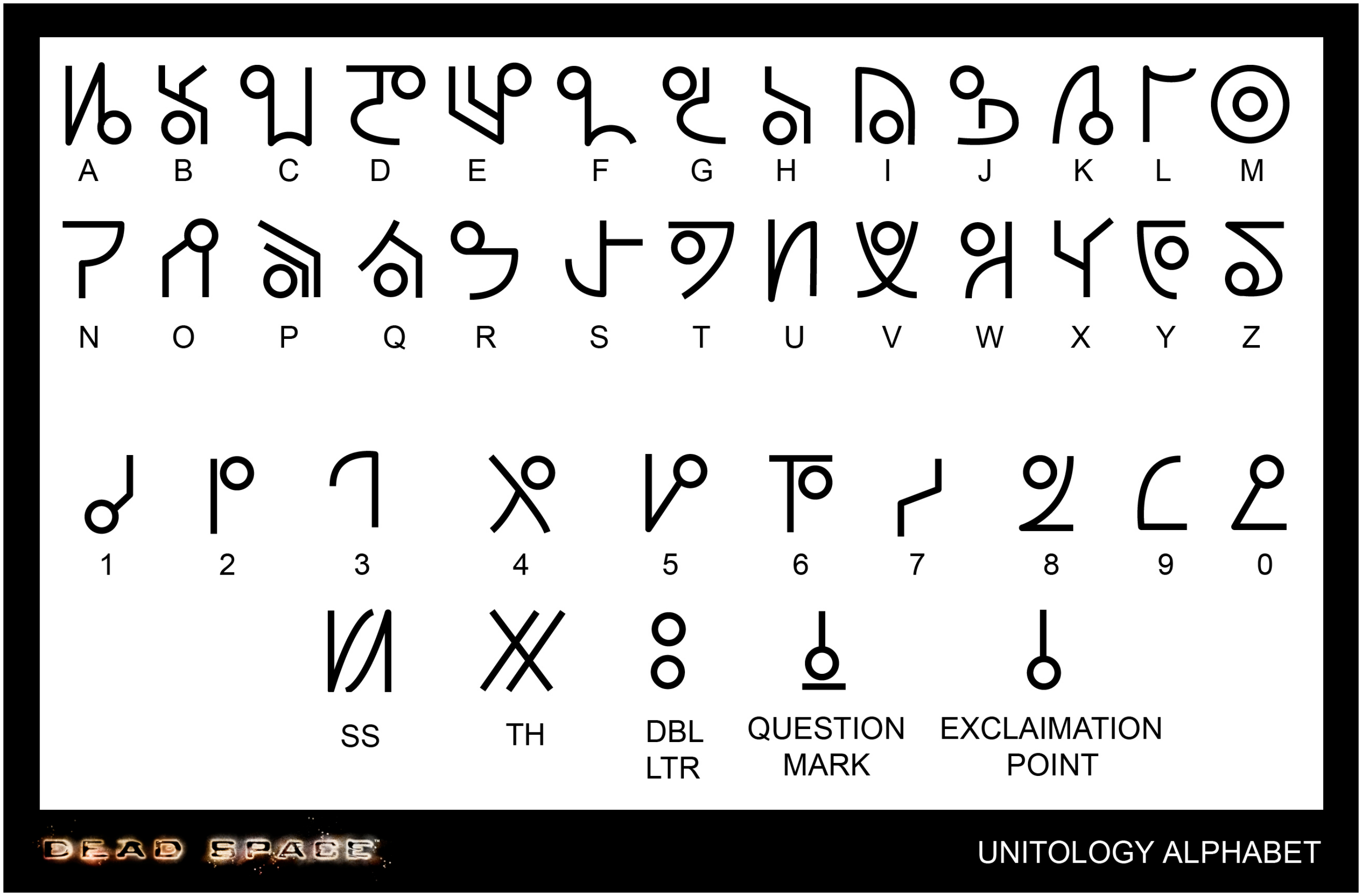
DURATION 8Pts.
ENERGY 40Pts.
CHARGE 100Pts.

Finally, there are a few achievements/trophies that are rewarded for upgrading your items and weapons. Be sure to upgrade your stasis first, and then your RIG. This will give you a reward. Then fully upgrade one of your weapons for another reward. Finally, fully upgrade four weapons and then select them all for your use to get another reward.



Extras

Unitology Alphabet


A
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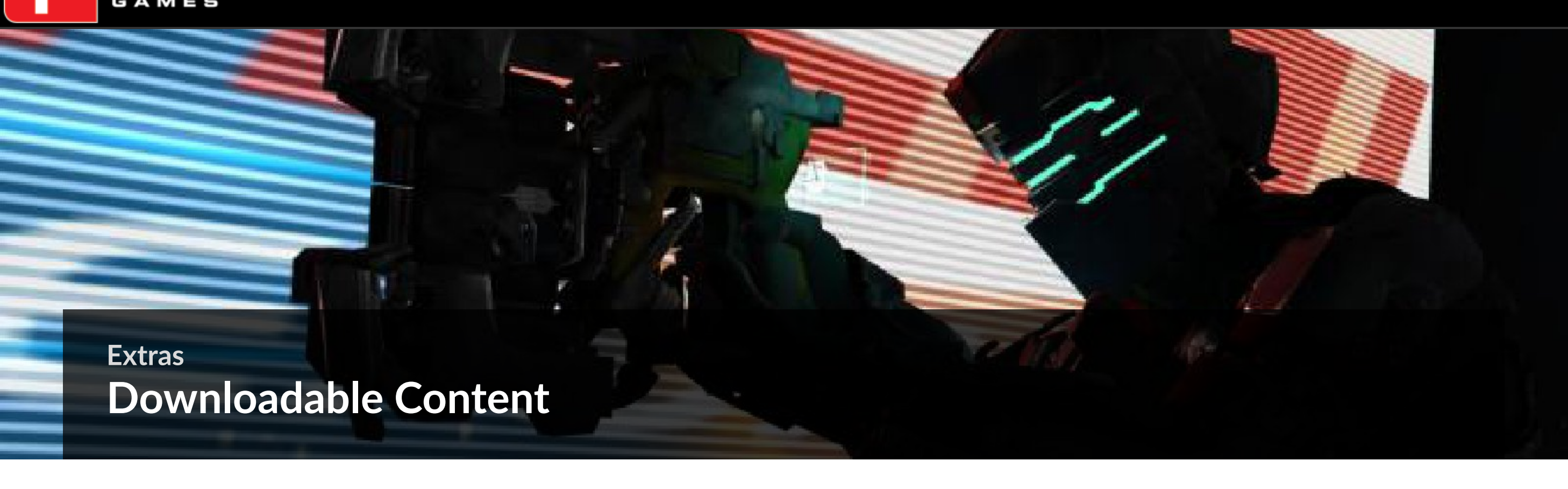
U
V
W
X
Y
Z
1
2
3
4
5
6
7
8
9
0
SS
TH
DBL LTR
QUESTION MARK
EXCLAIMATION POINT
DEAD SPACE
UNITOLOGY ALPHABET

Throughout the Sprawl, you will see messages written on walls, floors, and even ceilings. In order to translate these messages, you will need the key to the Unitology alphabet.

It is included here for your benefit.



Extras

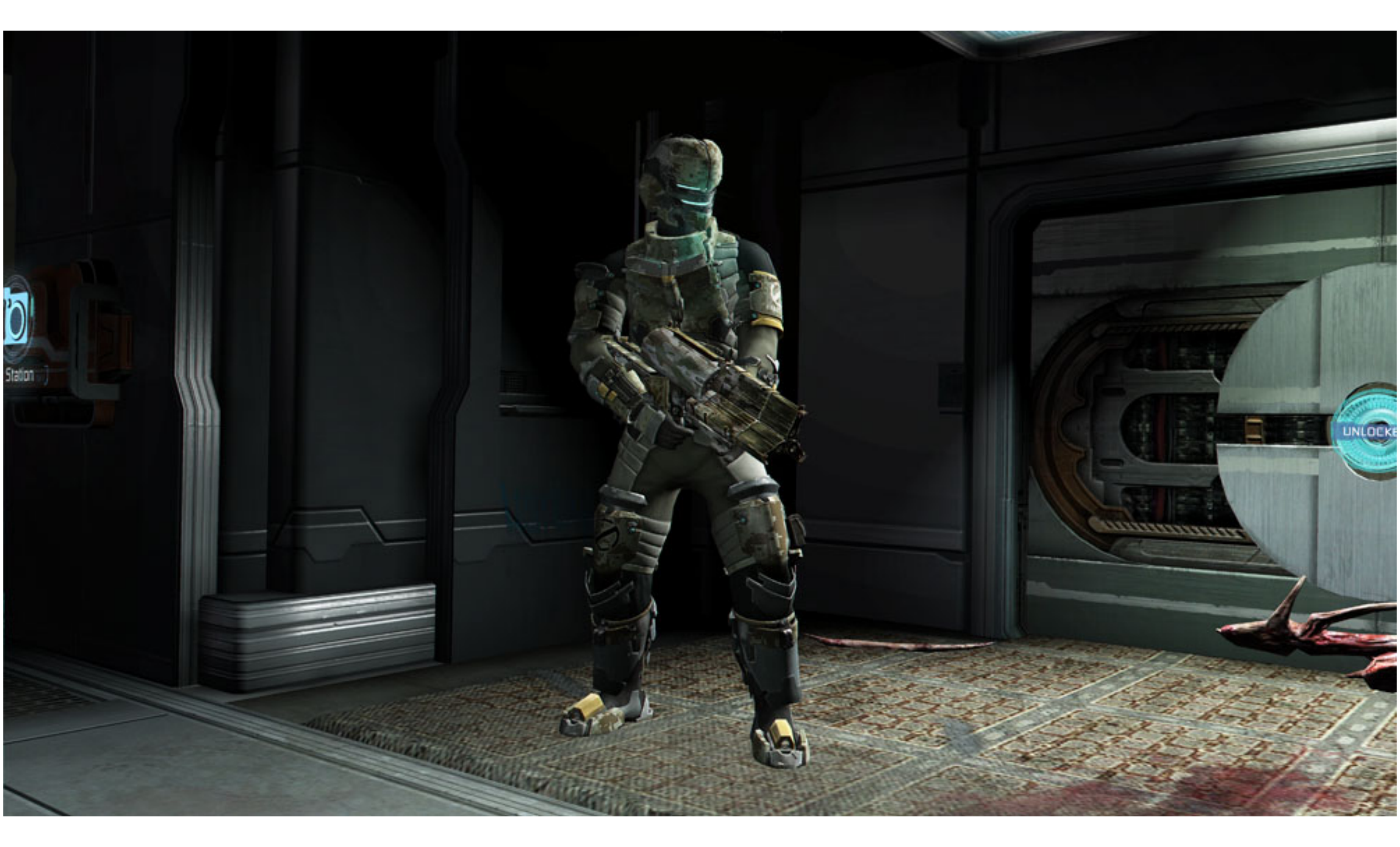
Downloadable Content

Dead Space 2 has several different packages of downloadable content available. These include new suits and weapons so you can take out Necromorphs in style. Here is a preview of what you can expect.

Martial Law Pack

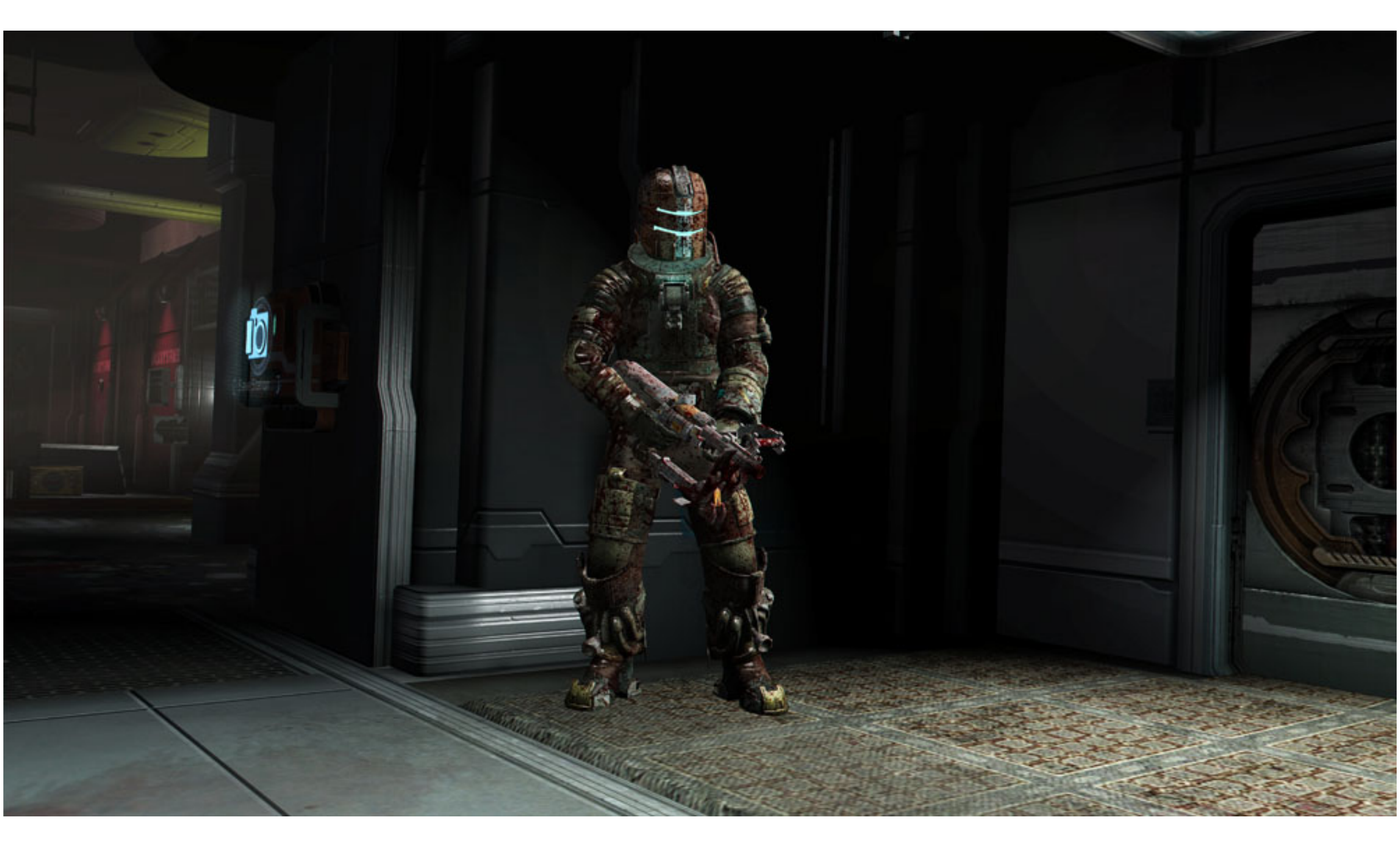
Dead Space is not just a game. It is a story that has been and continues to be told through various forms of media. To whet your appetite for more of this story, we have included some concept art as well as previews of more ways to enjoy the full story.

EarthGov Bundle



Items Included	**Bonuses**
EarthGov security suit	Suit increases damage by 5% for detonator, seeker rifle, and pulse rifle
EarthGov pulse rifle	5% damage increase, 10% faster firing speed
EarthGov seeker rifle	5% damage increase, 5% faster firing speed
EarthGov detonator	5% damage increase, 5% faster firing speed

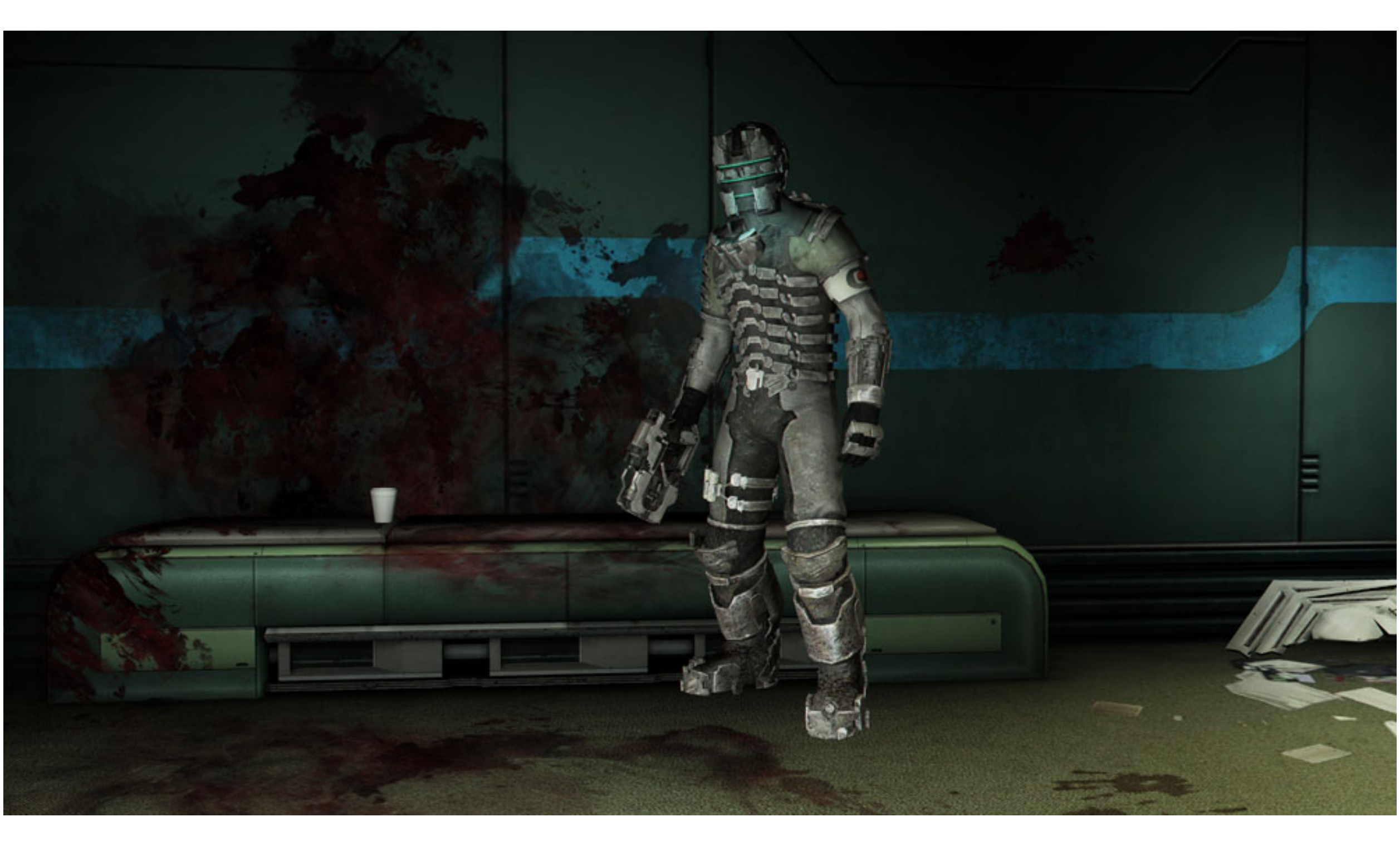
Bloody Bundle



Items Included	Bonuses
Bloody vintage suit	Suit increases damage by 5% for flamethrower, javelin gun, and force gun
Bloody flamethrower	5% damage increase, 10% faster reload time
Bloody javelin gun	5% alt-fire damage increase, 5% faster reload time
Bloody force gun	5% alt-fire damage increase, 5% faster firing speed

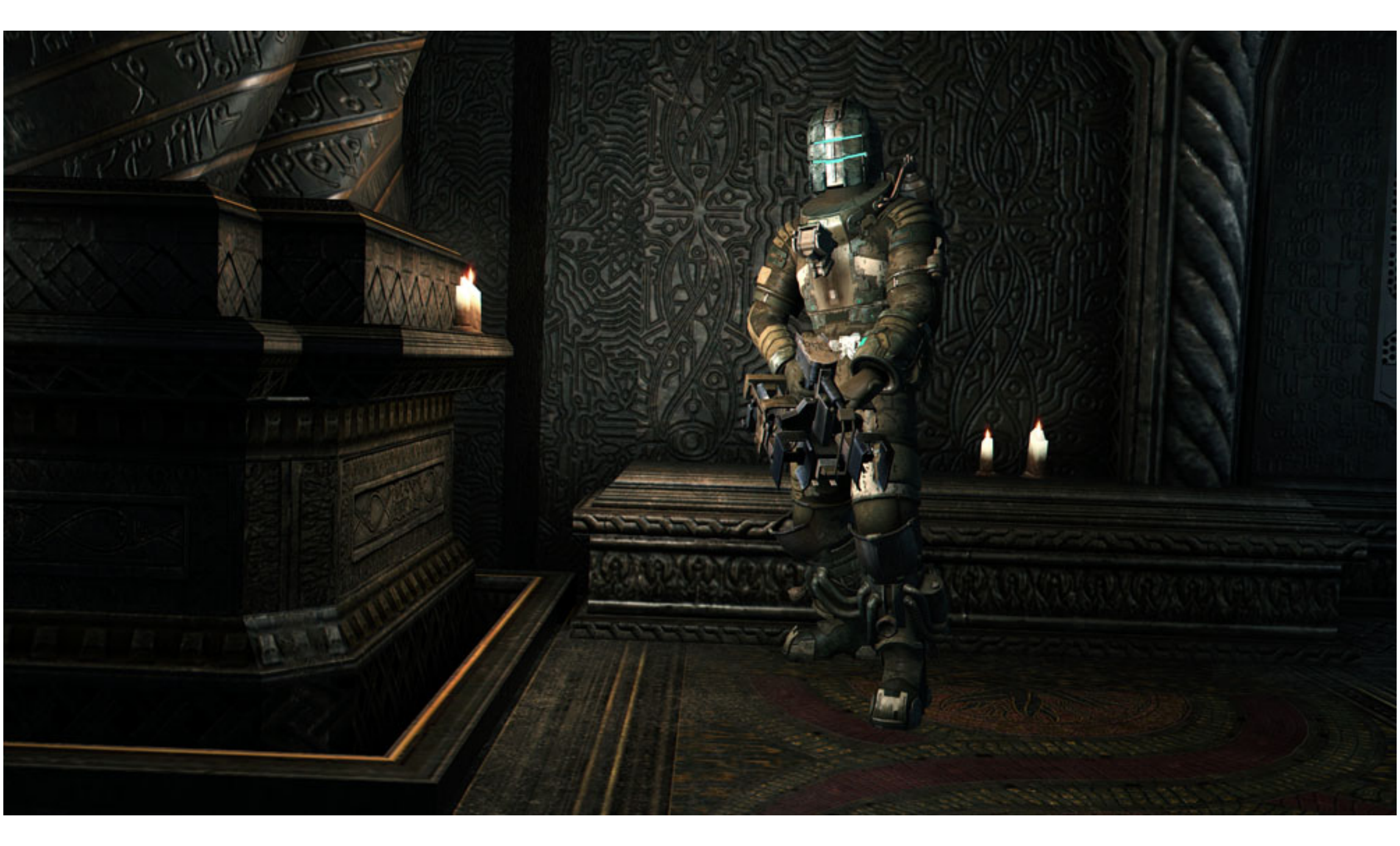
Super Nova Pack

Forged Bundle



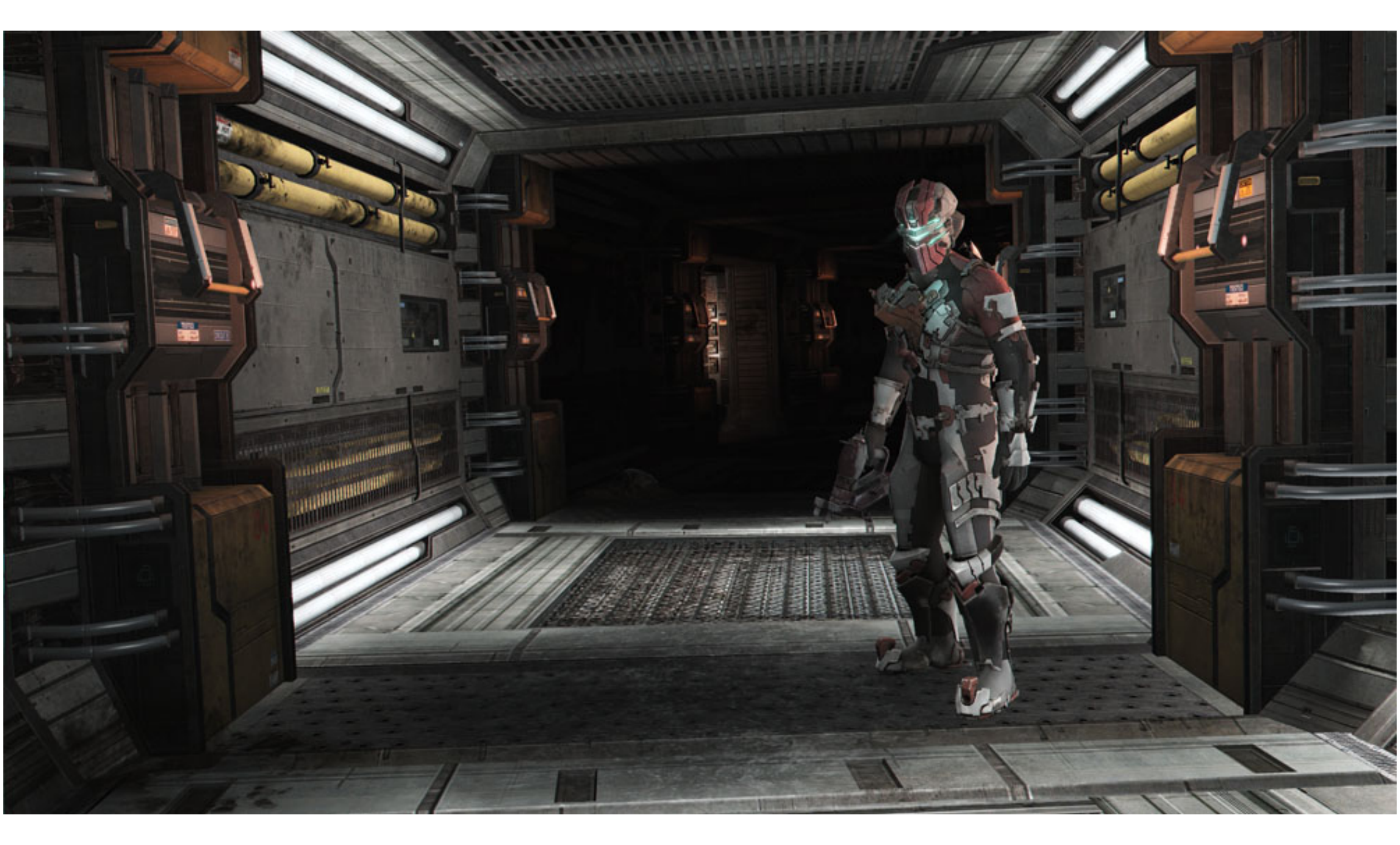
Items Included	Bonuses
Forged engineering suit	Suit gives 15% medpack bonus
Forged plasma cutter	10% damage increase, 5% faster reload time
Forged line gun	5% faster firing speed, 10% alt-fire damage increase
Forged ripper	Primary fire blades persist for one second longer, 10% alt-fire damage increase

Heavy-Duty Bundle



Items Included	Bonuses
Heavy-duty vintage suit	Suit increases damage by 5% for line gun, detonator, and contact beam
Heavy-duty line gun	10% faster reload time, 5% damage increase
Heavy-duty contact beam	Charge time for primary fire reduced by 0.1 seconds, 5% damage increase
Heavy-duty detonator	10% faster reload time, 5% damage increase

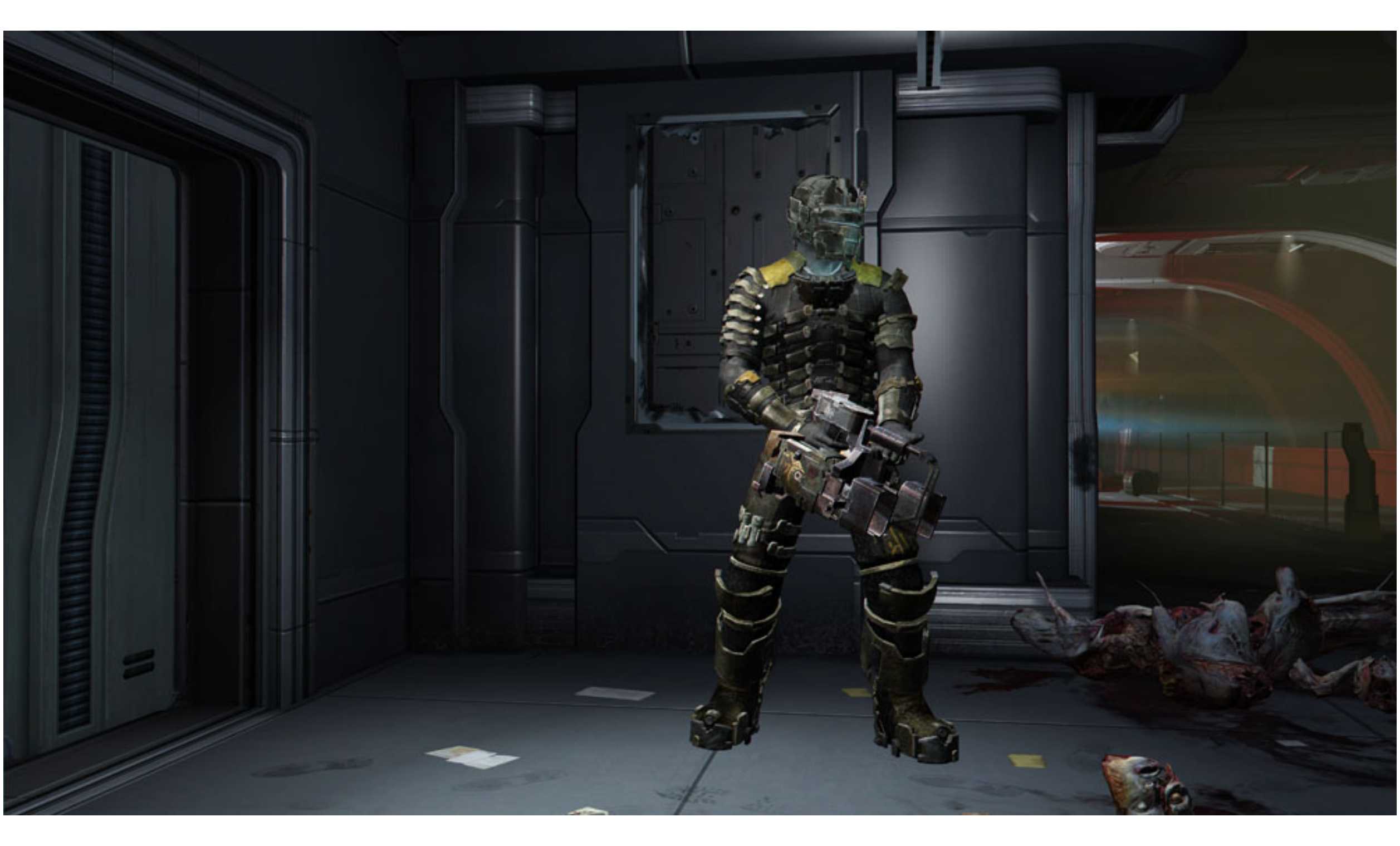
Agility Bundle



Items Included	Bonuses
Agility advanced suit	Suit gives 10% increase to stasis duration
Agility rivet gun	5% faster reload time, 5% faster firing speed
Agility plasma cutter	5% faster reload time, 5% faster firing speed
Agility pulse rifle	5% faster reload time, 5% faster firing speed

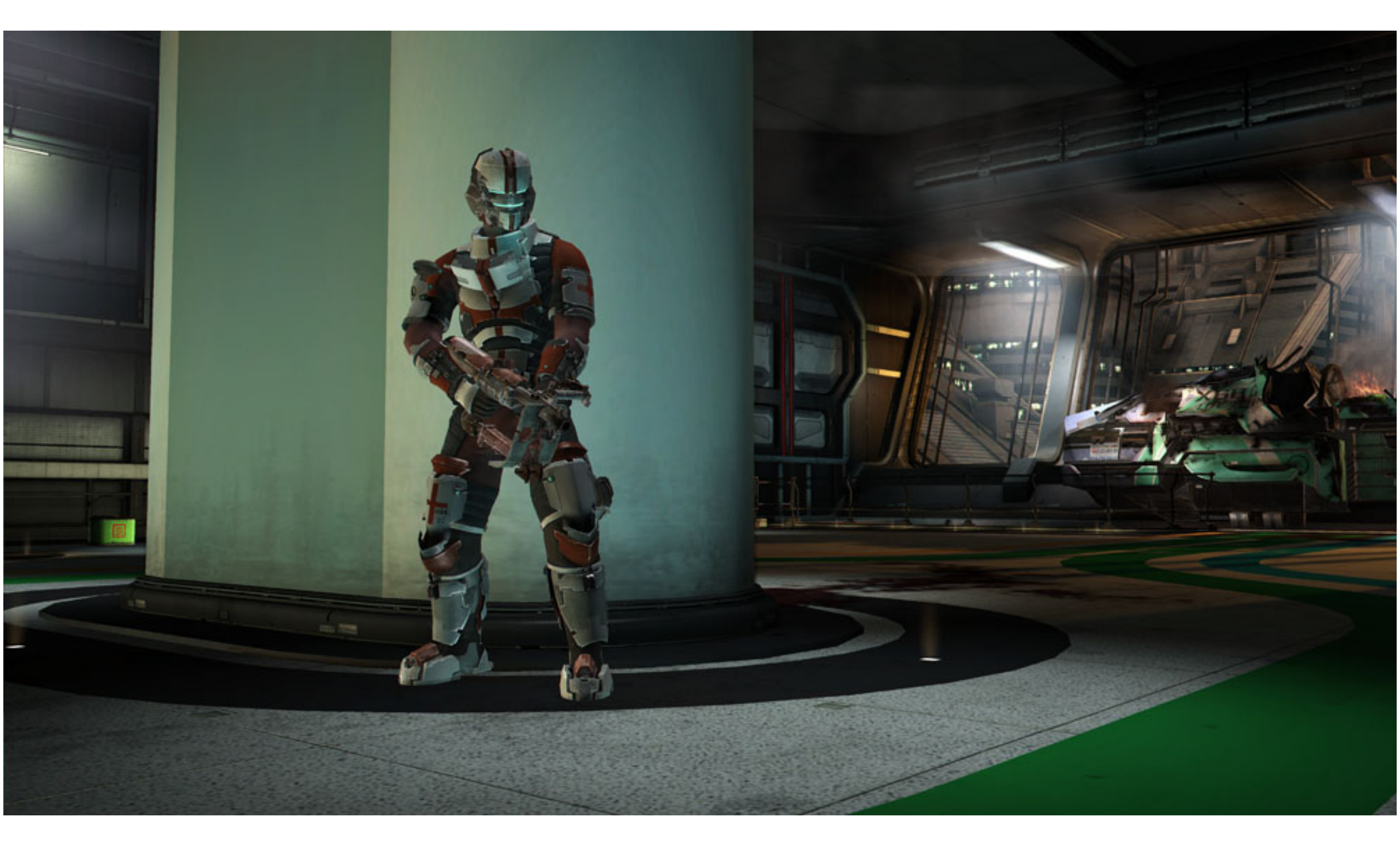
Occupational Hazard Pack

Hazard Bundle



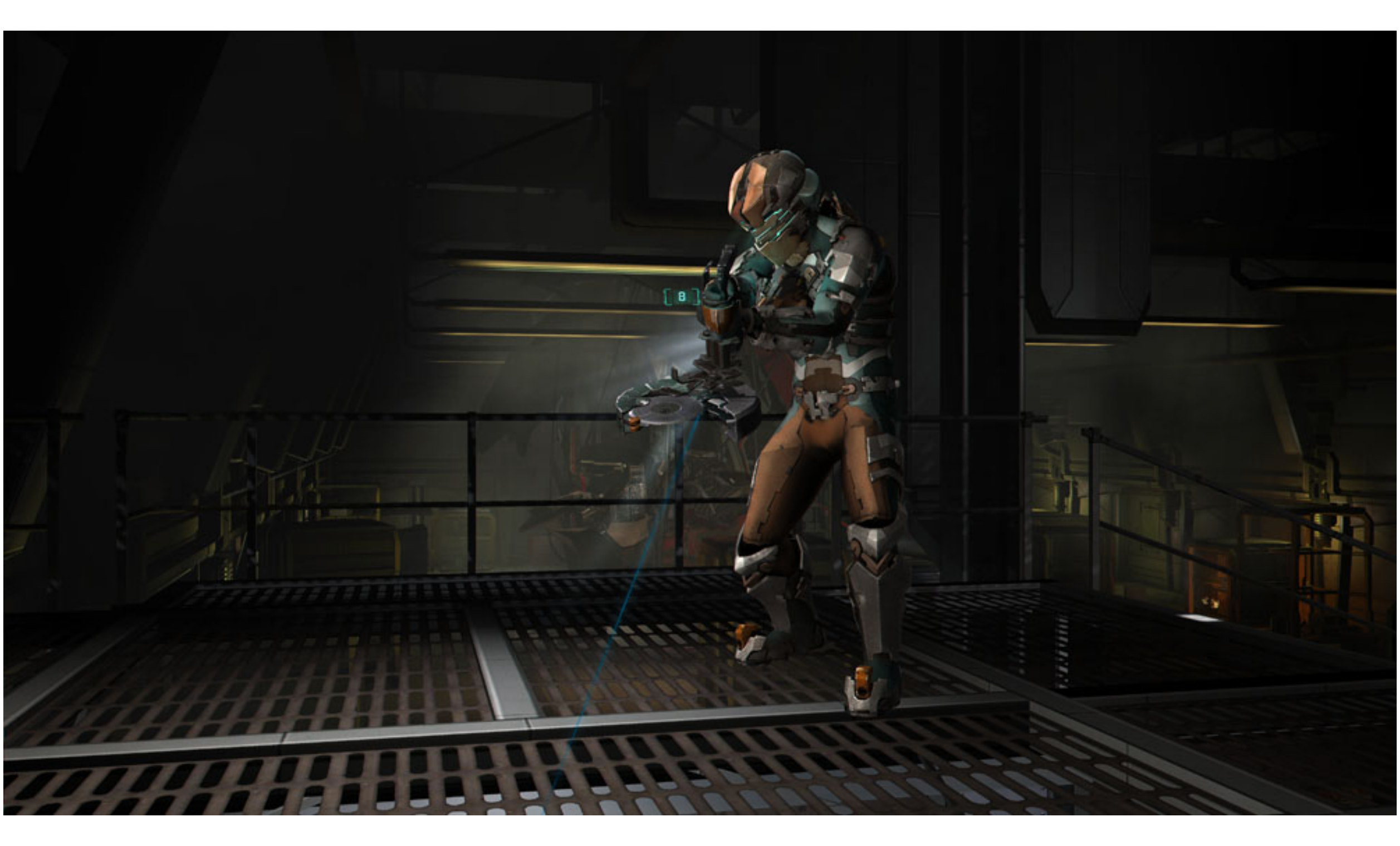
Items Included	Bonuses
Hazard suit	Suit gives 5% increase to stasis duration
Hazard line gun	5% alt-fire damage increase, 5% faster reload time

Triage Bundle



Items Included	Bonuses
Triage suit	Suit gives 10% medpack bonus
Triage javelin gun	10% damage increase, 5% faster reload time

Shockpoint Bundle



Items Included	Bonuses
Shockpoint suit	Suit gives 5% decrease to stasis recharge
Shockpoint ripper	Primary fire blades persist for one second longer, 5% faster reload time

// Prima Exclusive Suit
This exclusive white version of the Security suit is only available through the online multiplayer mode. To unlock it, you must first eliminate an opposing player that already has it. Who has it you ask? Well, we Prima employees, of course! To find out who to kill and when we will be online, follow Prima Games on Twitter (www.twitter.com/PrimaGames) or Like us on Facebook! Happy hunting!

Extras

Bonus Content

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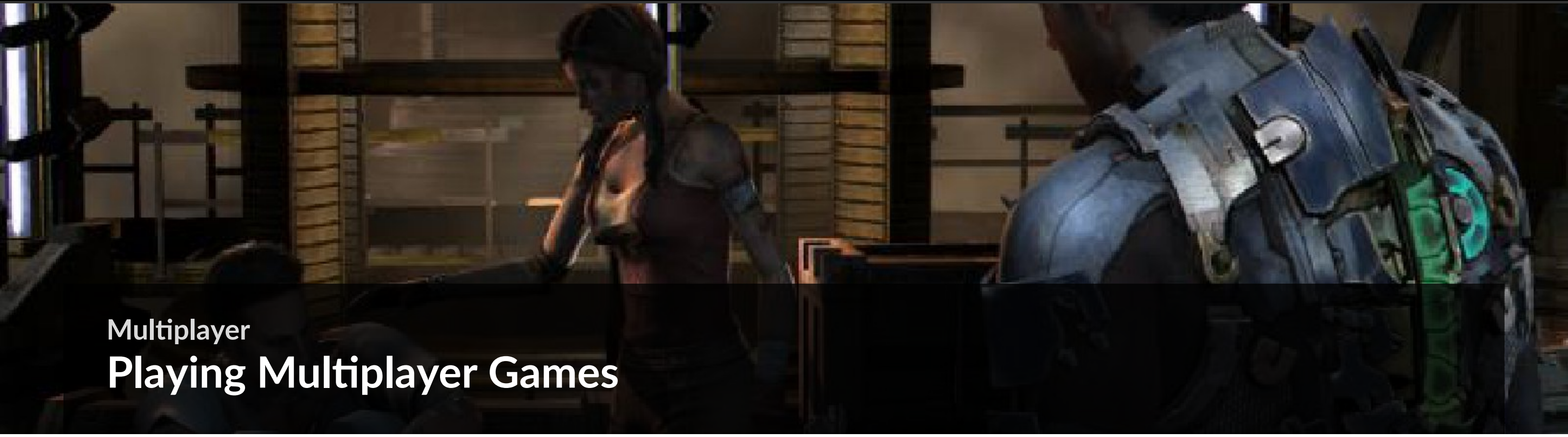


Multiplayer

Playing Multiplayer Games

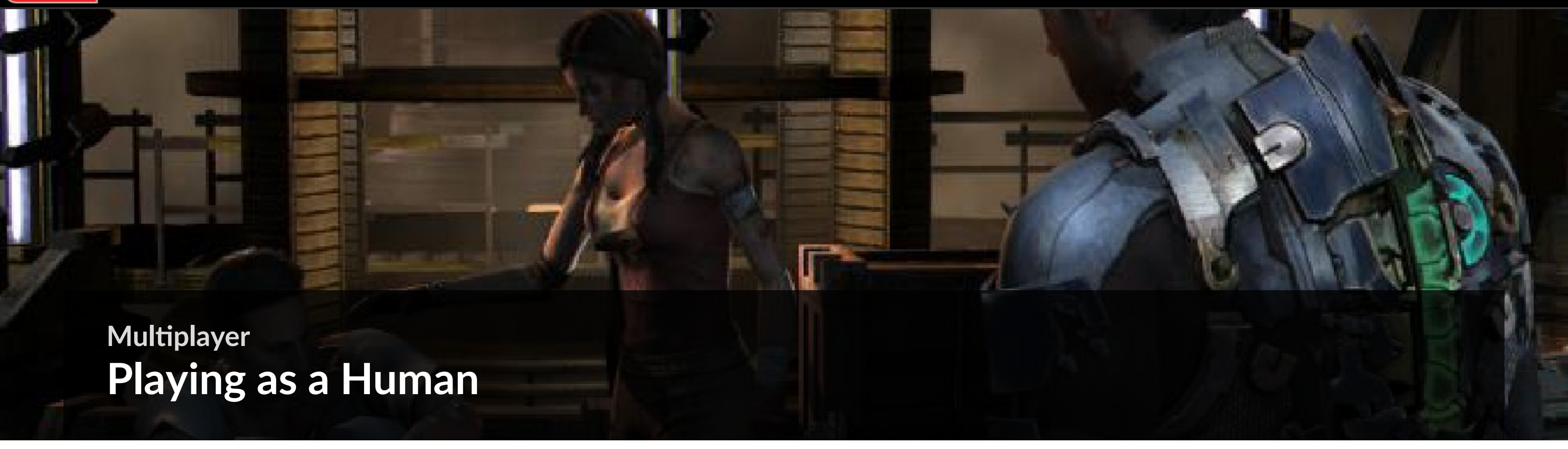
Multiplayer games in Dead Space 2 are objective driven. Each match is divided into two rounds. One team plays as the humans and the other as the Necromorphs during the first round. Then the teams switch sides for the second round. A match combines the scores for both rounds so each team gets a chance to play as both sides.

When playing as the humans, you begin with a single objective and a time limit. Your team must complete that objective before the timer runs out or you lose.

Once you complete an objective, you will receive a new objective and additional time. In order to win a round, the human team must complete all objectives within the time limit. The Necromorphs' only objective is to delay the humans and prevent them from completing their objectives.

Note

The humans have the advantage in hit points and firepower. However, Necromorphs are more deadly in melee combat. To help even things out, the Necromorphs also receive the help of nonplayer character (NPC) Necromorphs. So even if you are playing four on four, humans need to watch out. There will be a lot more Necromorphs than just four.

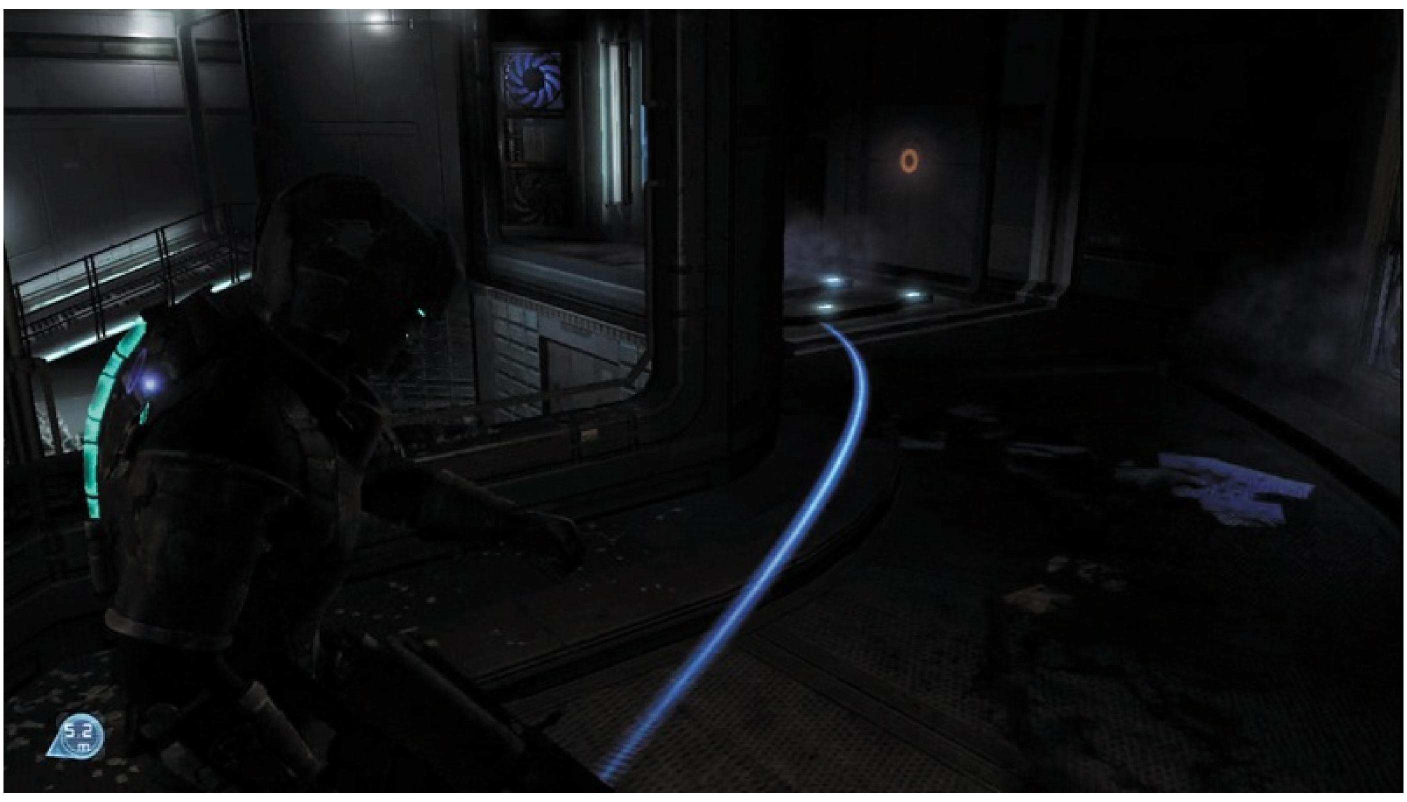


Multiplayer

Playing as a Human

When on the human team, you will find that the same tactics you used during the single-player game will work well in multiplayer. At the start, you always carry a pulse rifle and have a stasis module with one shot and one health pack in your inventory.

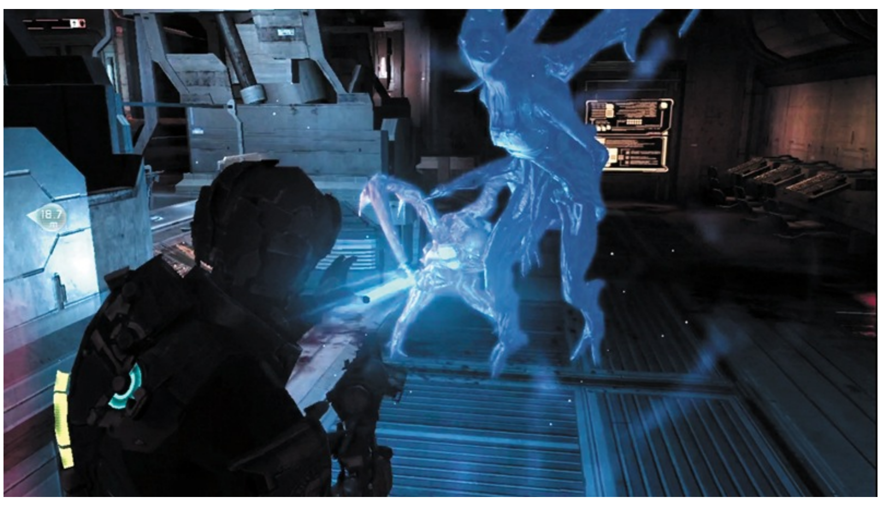
In addition, you can carry one other weapon. When you are a new recruit to multiplayer, the only choice is the plasma cutter. However, as you earn experience points, you can unlock other weapons and weapon upgrades and you gain increased shots for your stasis module.



Tactics and Tips

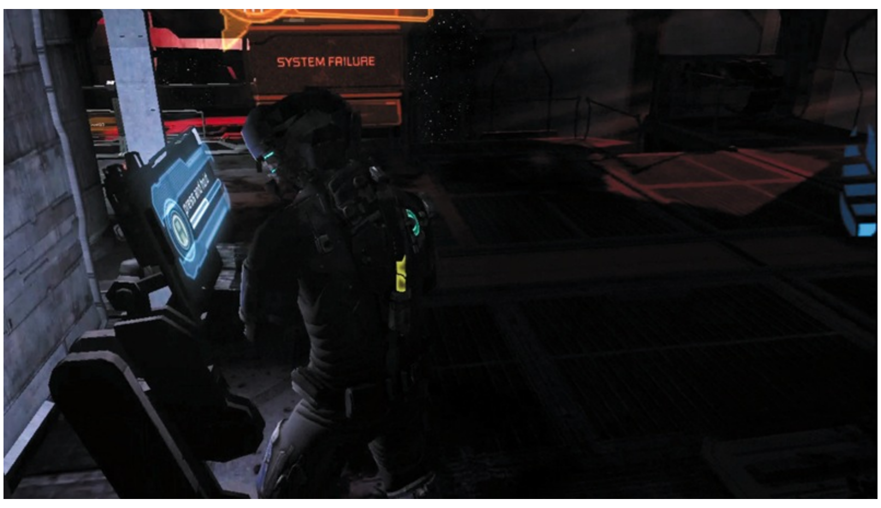
The maps for multiplayer games can be confusing at first, and it is easy to get lost. Follow your locator and onscreen objective icons to find your current objective. The onscreen icons will show you the general direction and provide the distance to the objective.

The path will show you how to get there. When in the Titan Mines or other maps with narrow tunnels, use the locator so you don't have to waste time going down wrong passages.



Stasis can be very beneficial during multiplayer games. Use it when attacked by several enemies or to stop a charge that could result in an execution attack.In addition, it is important to stick together as a team.

There are fewer humans than Necromorphs, and the enemy likes to gang up on individual humans. When you are together as a team, and one player uses a med pack to heal, all nearby humans are also healed—and the healer earns experience for each person healed.



When you are activating a console for an objective, hold down the Action button and look around. You don't have to look at the console. Instead, watch for enemies that might try sneaking up on you. Then you can defend yourself and start the activation process over once the area is clear.

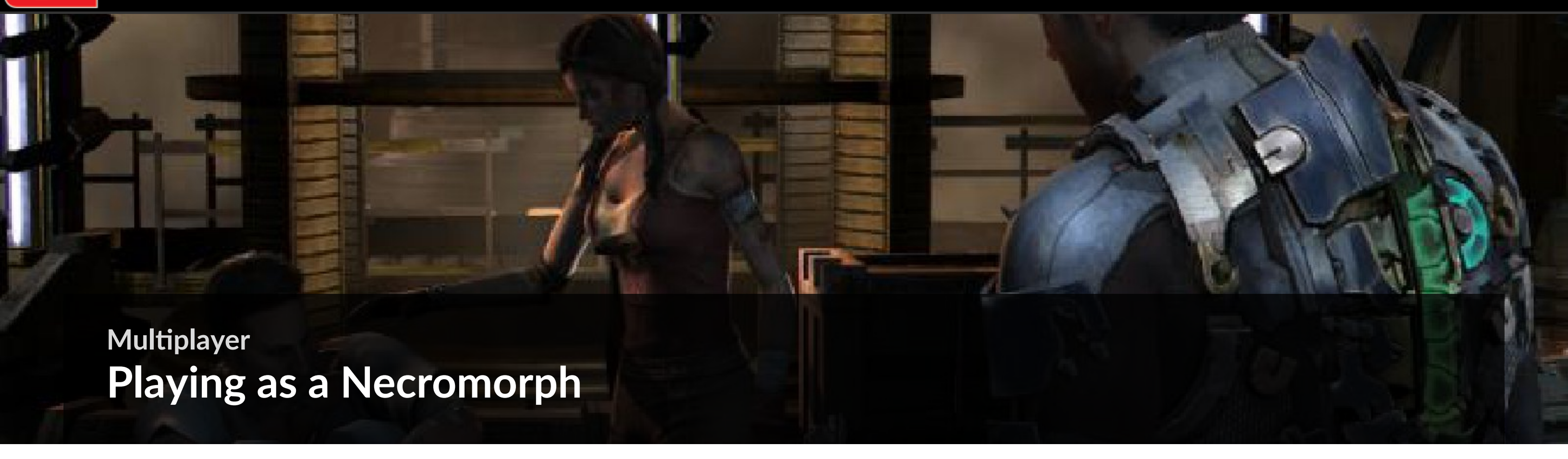
Better yet, have some teammates protect you while you work on objectives.

As you kill enemies, they will drop med packs and generic ammo that will work for any weapon. Be sure to pick them up. Also try using kinesis to get them quickly without having to move over to get them on foot.

Each of your weapons still has its alternate fire, so don't forget to use them. The pulse rifle's grenade can come in handy at times.

Security Alert

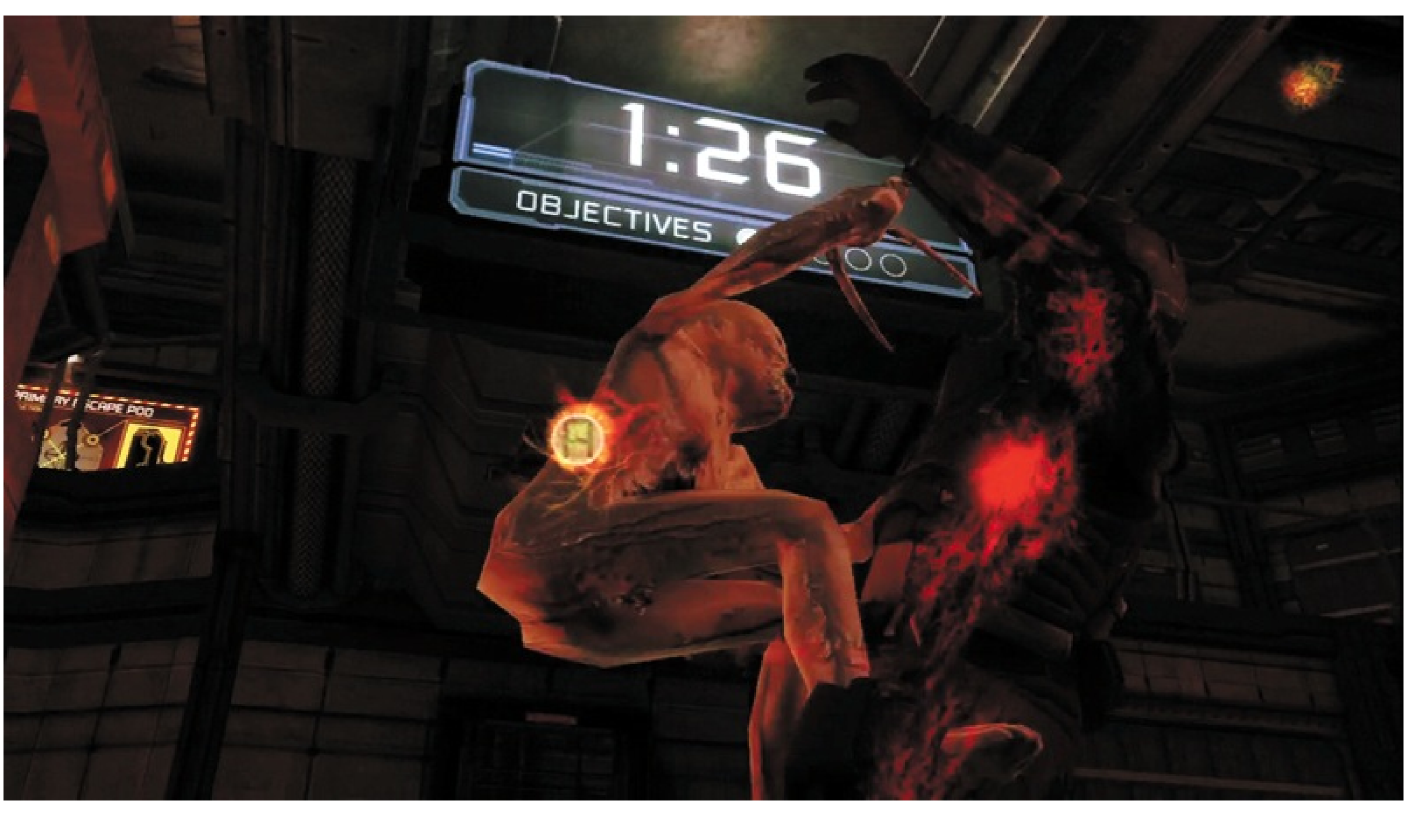
If a Necromorph gets you in an execution attack, press the Action button rapidly to kill it before it kills you. If you see a teammate being attacked in this way, shoot and kill the Necromorph; you will get some experience points for a rescue.



Multiplayer

Playing as a Necromorph

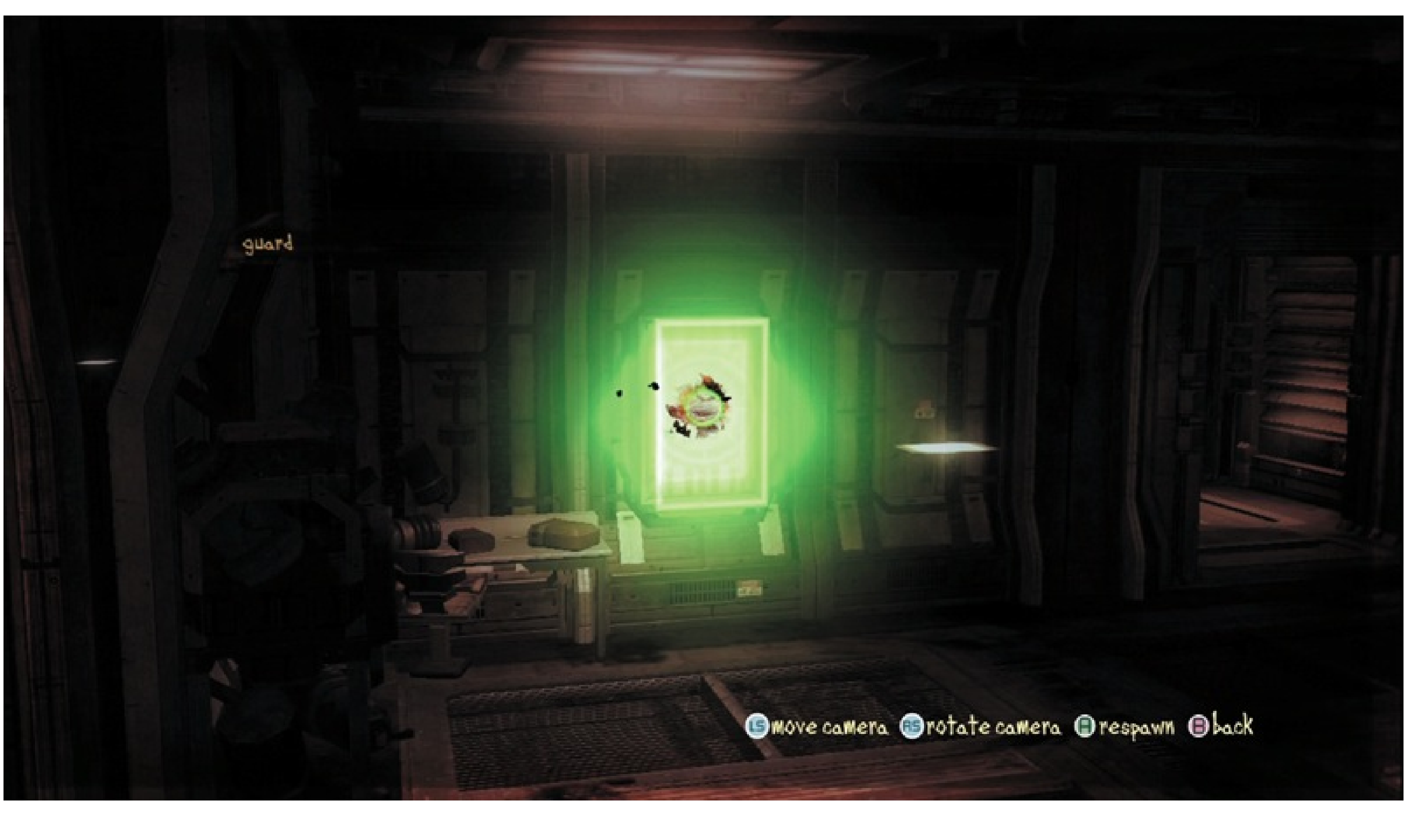
One of the best features of multiplayer is that you get to play as a Necromorph in every match. This requires some different tactics.



Every Necromorph can perform an execution attack. As a Lurker or a Pack, jump and press the Fire button to attack a human. As a Spitter or a Puker, charge at a human and then press the Fire button to perform a special close-combat attack.

As soon as you start it, rapidly press the Action button to kill your target. The human player will be pressing the same button to get you off them. The player who eliminates all of the opponent's hit points first will end the attack by killing the enemy.

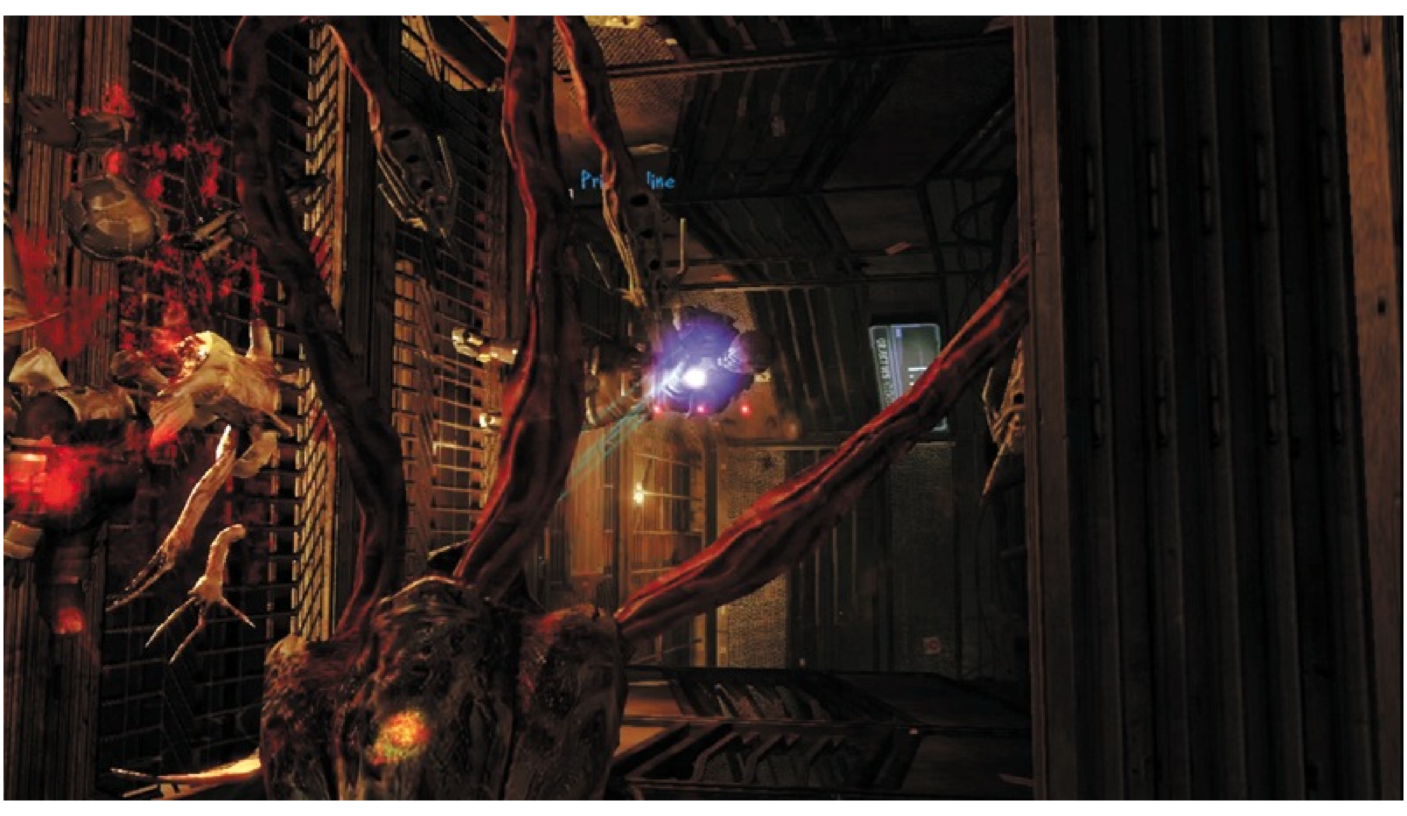
There can be ties when both players die. Necromorphs usually have the advantage in this type of attack—especially if the human is not at full health to begin with.



At the start of a round, and every time you spawn as a Necromorph, you can select at which vent you want to spawn. This allows you to move around the entire level and select whichever vent you choose.

Try to select one near the enemy. A good tactic is to find one behind enemies so you can do a sneak attack.

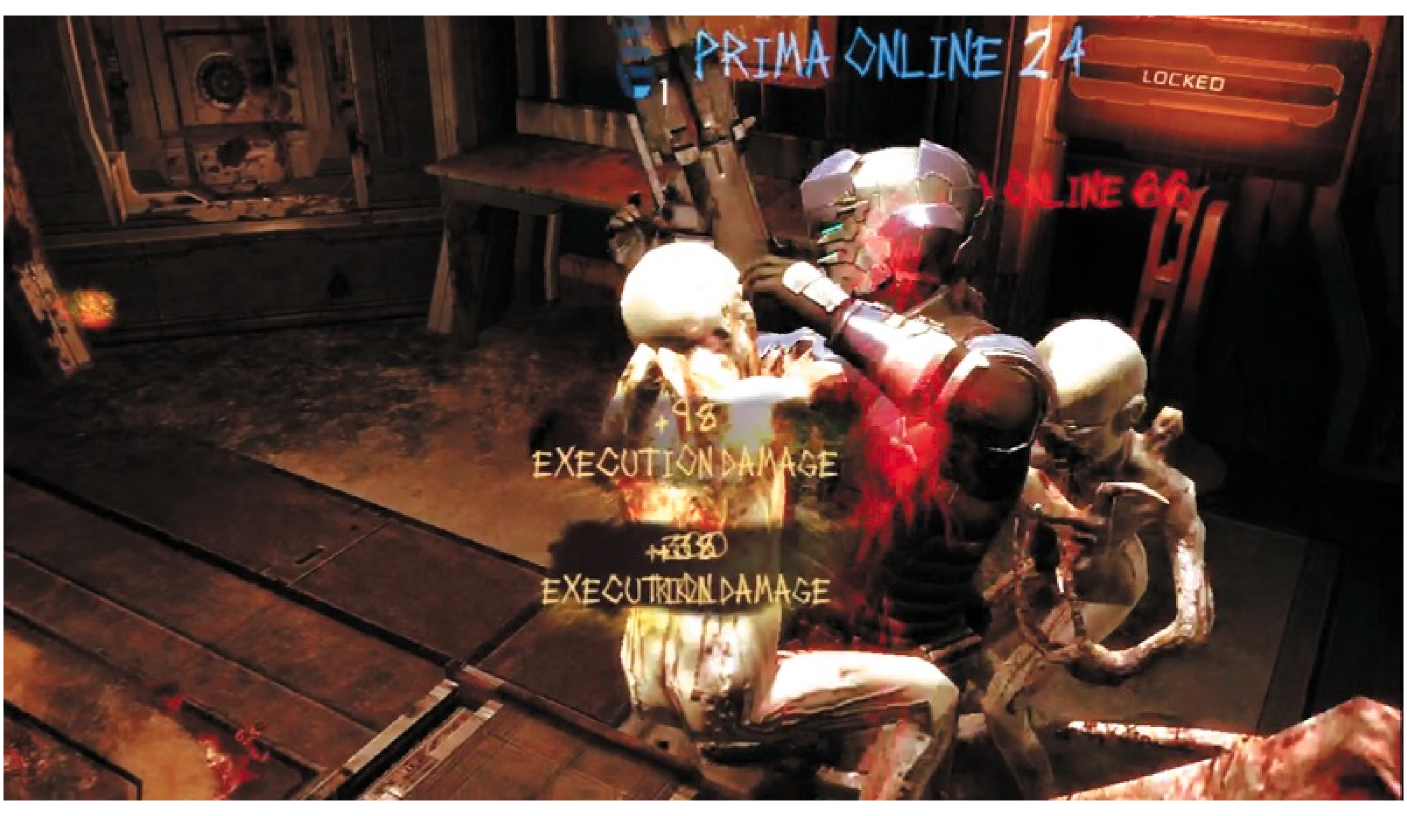
Tactics and Tips



When playing as a Lurker, walk up a wall and turn sideways to align all three aiming reticles onto a human to deal maximum damage. This is deadly to humans and a great tactic for you.

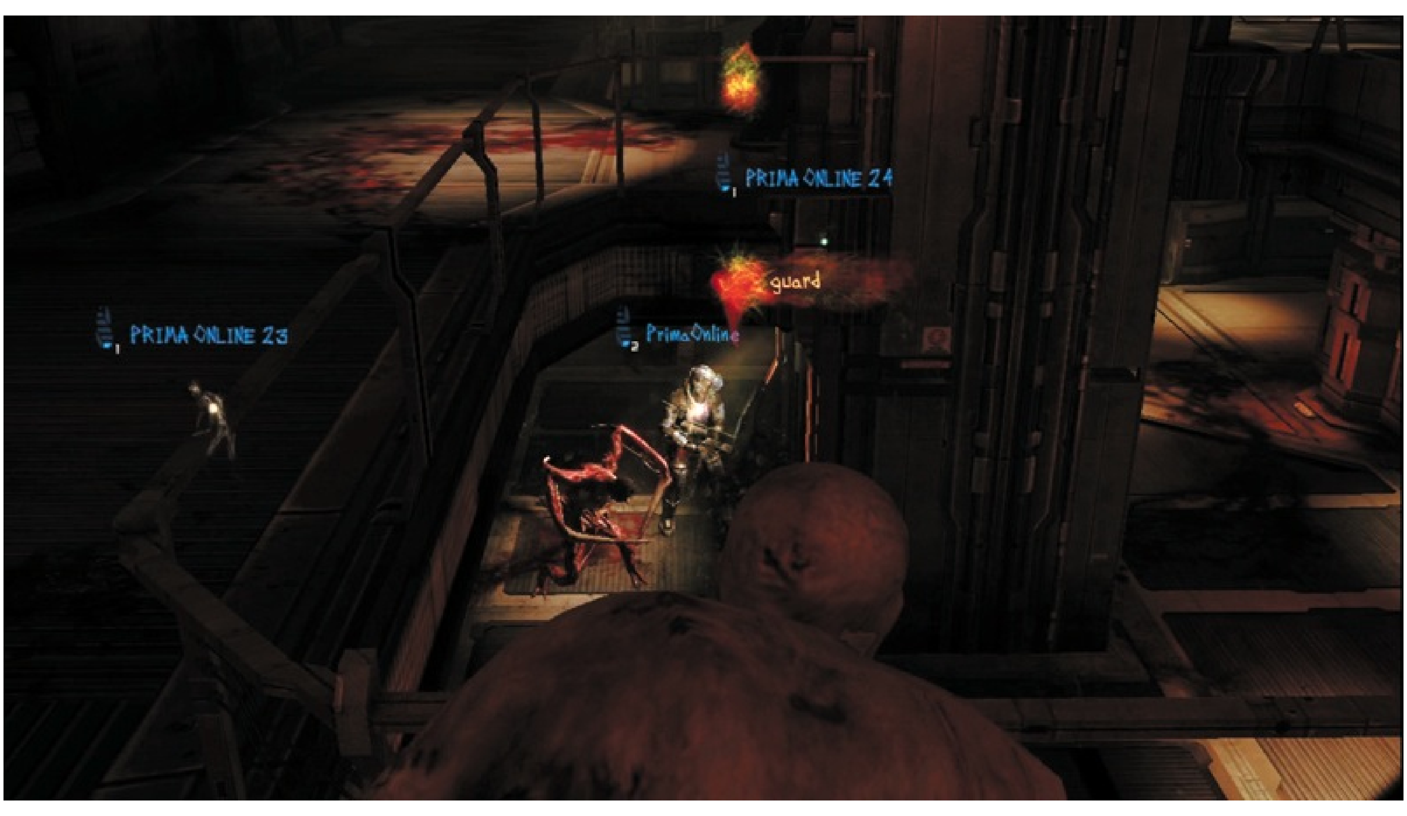
Note

The Lurker and Pack can jump, allowing them to traverse levels more easily than other classes.

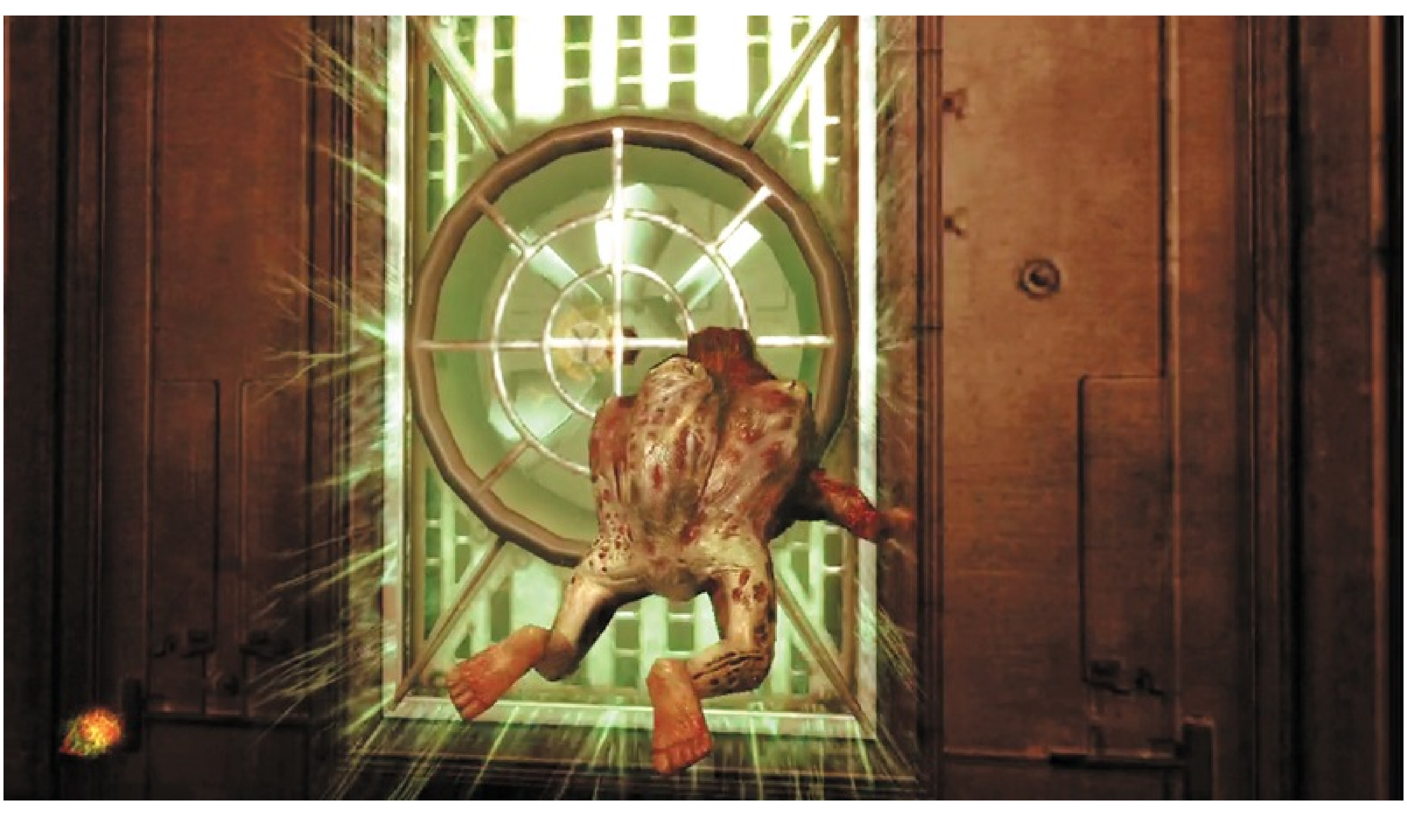


Necromorphs have strength in numbers. Gang up on human players for an easy kill. In addition, all Necromorphs have great melee attacks. Get in close and just press the Fire button as fast as possible to slash away at the enemy.

You can even help out if one of your teammates has a human in an execution attack. By melee attacking, you can help ensure your teammate wins the execution.



All of the Necromorphs, except for the Pack, have a ranged attack. If you are on a higher level than the enemy, fire down on them. You can even use your ranged attacks to help other Necromorphs that are using melee attacks against your target.

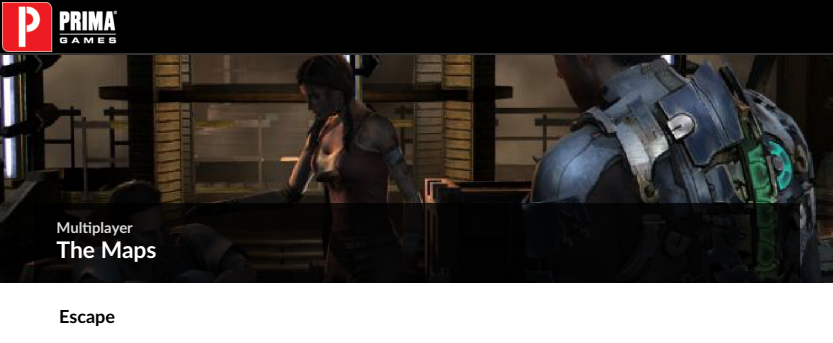


As a Necromorph, you can actually reenter vents. Once inside, select another vent anywhere else and you will climb out of it just as if you were spawning from there.

This is a great way to get away from enemies and reappear in a better position for attacking.

Note

Necromorphs can see human skeletons through walls.

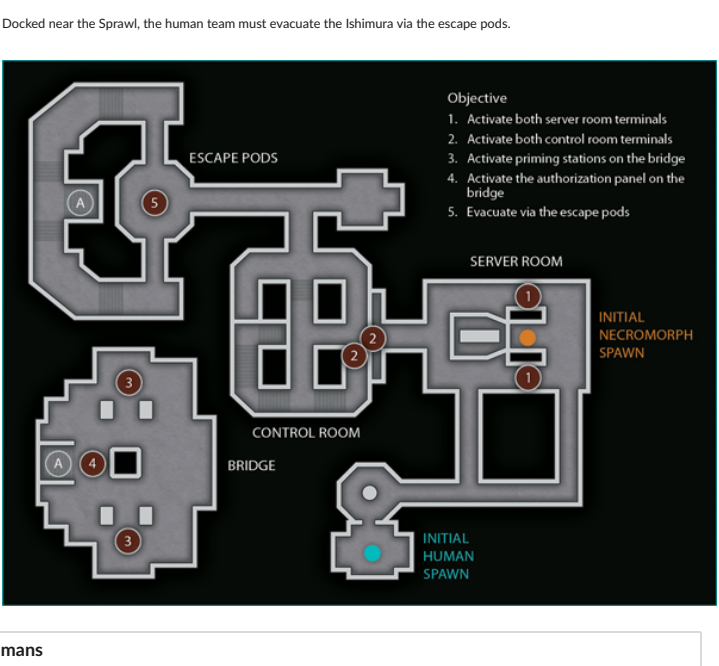


Multiplayer

The Maps

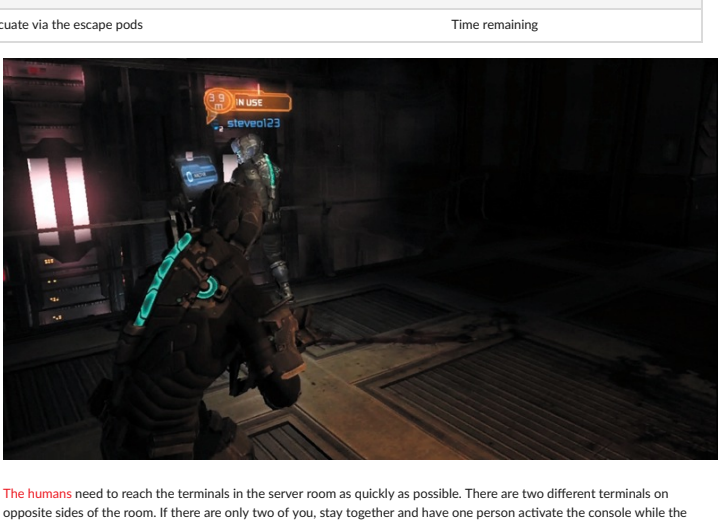
Escape

Docked near the Sprawl, the human team must evacuate the Ishimura via the escape pods.

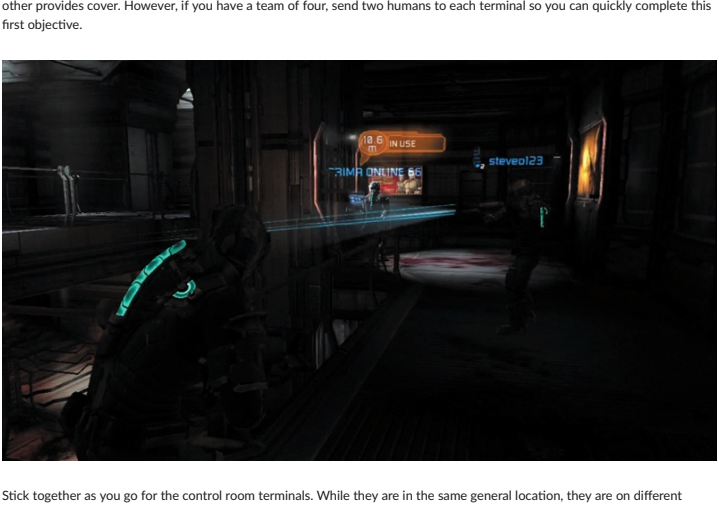

Objective
1. Activate both server room terminals
2. Activate both control room terminals
3. Activate priming stations on the bridge
4. Activate the authorization panel on the bridge
5. Evacuate via the escape pods
ESCAPE PODS
SERVER ROOM
INITIAL NECROMORPH SPAWN
CONTROL ROOM
BRIDGE
INITIAL HUMAN SPAWN
A
1
2
3
4
5

Humans

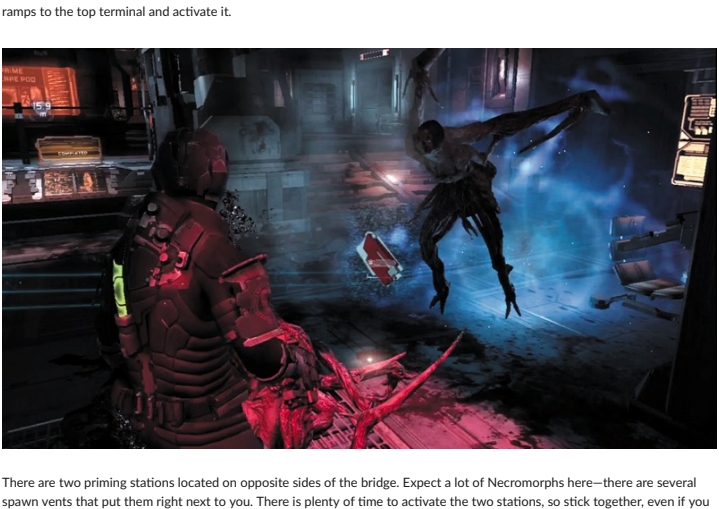
Objective	Time Limit (Minutes)
Activate both server room terminals	4:00
Activate both control room terminals	Time remaining + 2:30
Activate priming stations on the bridge	Time remaining + 2:30
Activate the authorization panel on the bridge	Time remaining + 2:30
Evacuate via the escape pods	Time remaining



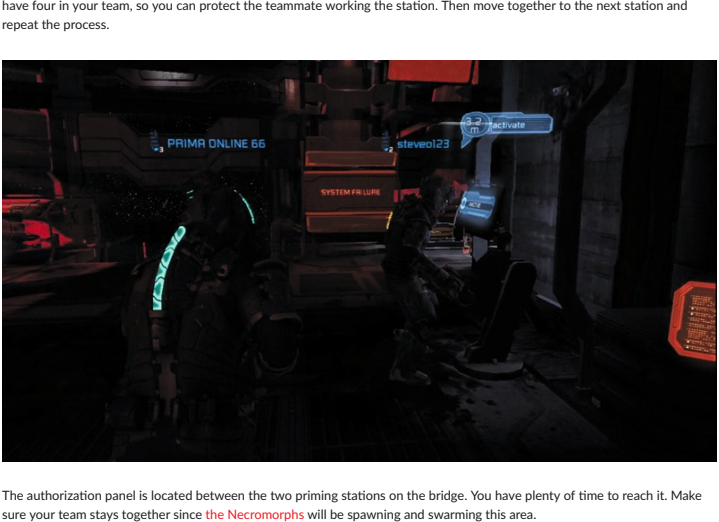
The humans need to reach the terminals in the server room as quickly as possible. There are two different terminals on opposite sides of the room. If there are only two of you, stay together and have one person activate the console while the other provides cover. However, if you have a team of four, send two humans to each terminal so you can quickly complete this first objective.



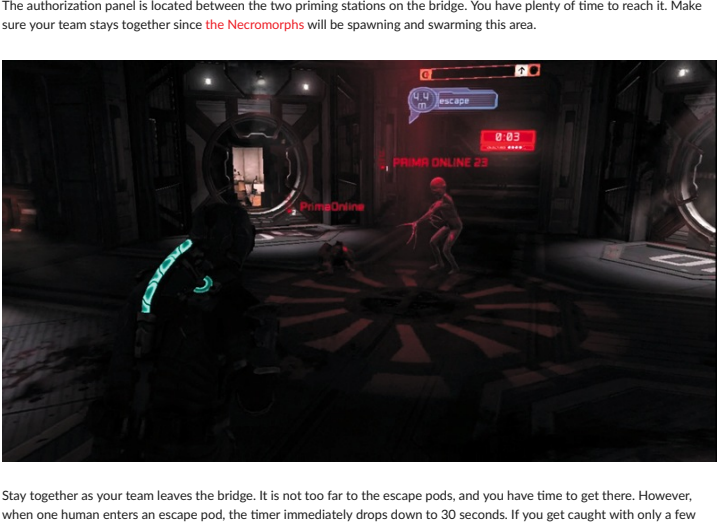
Stick together as you go for the control room terminals. While they are in the same general location, they are on different floors. One is on the ground level and the other is up above it. Activate the ground terminal first, then as a team head up some ramps to the top terminal and activate it.



There are two priming stations located on opposite sides of the bridge. Expect a lot of Necromorphs here—there are several spawn vents that put them right next to you. There is plenty of time to activate the two stations, so stick together, even if you have four in your team, so you can protect the teammate working the station. Then move together to the next station and repeat the process.

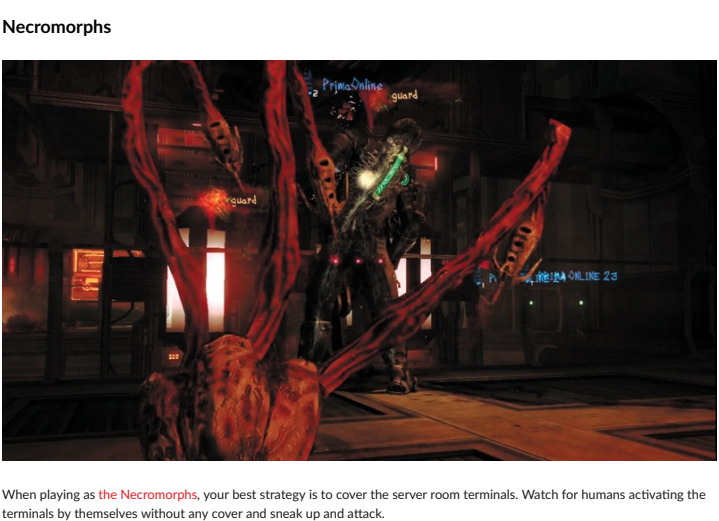


The authorization panel is located between the two priming stations on the bridge. You have plenty of time to reach it. Make sure your team stays together since the Necromorphs will be spawning and swarming this area.

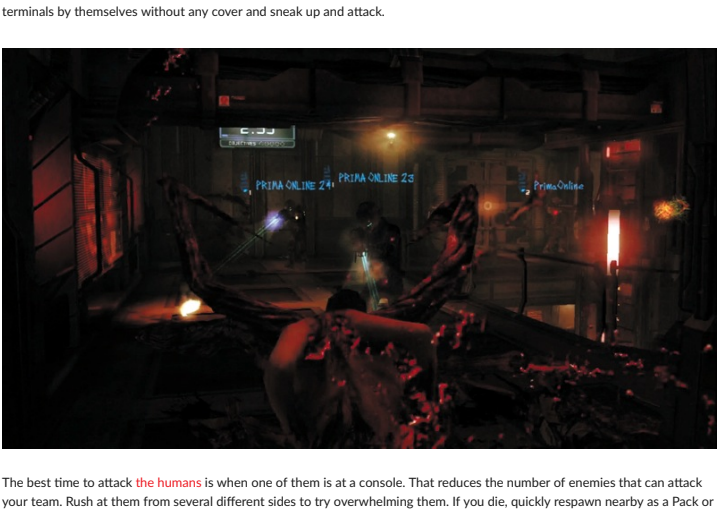


Stay together as your team leaves the bridge. It is not too far to the escape pods, and you have time to get there. However, when one human enters an escape pod, the timer immediately drops down to 30 seconds. If you get caught with only a few seconds left, just run for the escape pods and ignore any Necromorphs in your way.

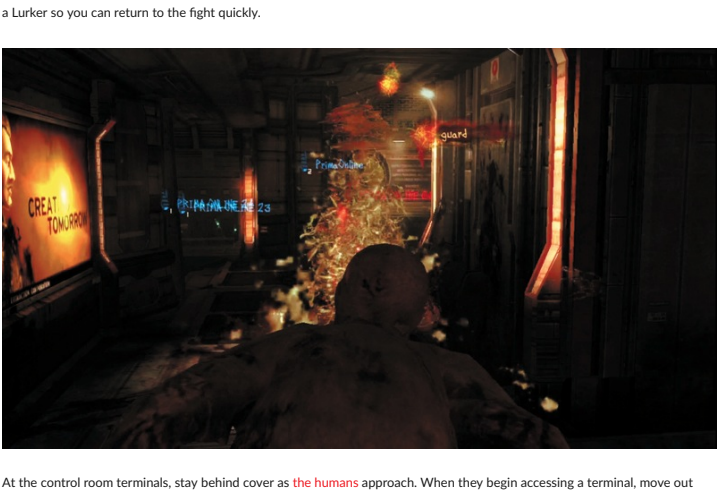
Necromorphs



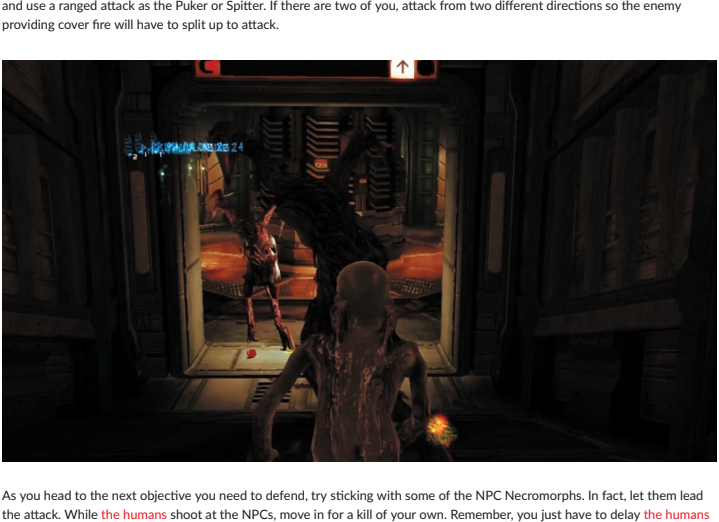
When playing as the Necromorphs, your best strategy is to cover the server room terminals. Watch for humans activating the terminals by themselves without any cover and sneak up and attack.



The best time to attack the humans is when one of them is at a console. That reduces the number of enemies that can attack your team. Rush at them from several different sides to try overwhelming them. If you die, quickly respawn nearby as a Pack or a Lurker so you can return to the fight quickly.



At the control room terminals, stay behind cover as the humans approach. When they begin accessing a terminal, move out and use a ranged attack as the Puker or Spitter. If there are two of you, attack from two different directions so the enemy providing cover fire will have to split up to attack.



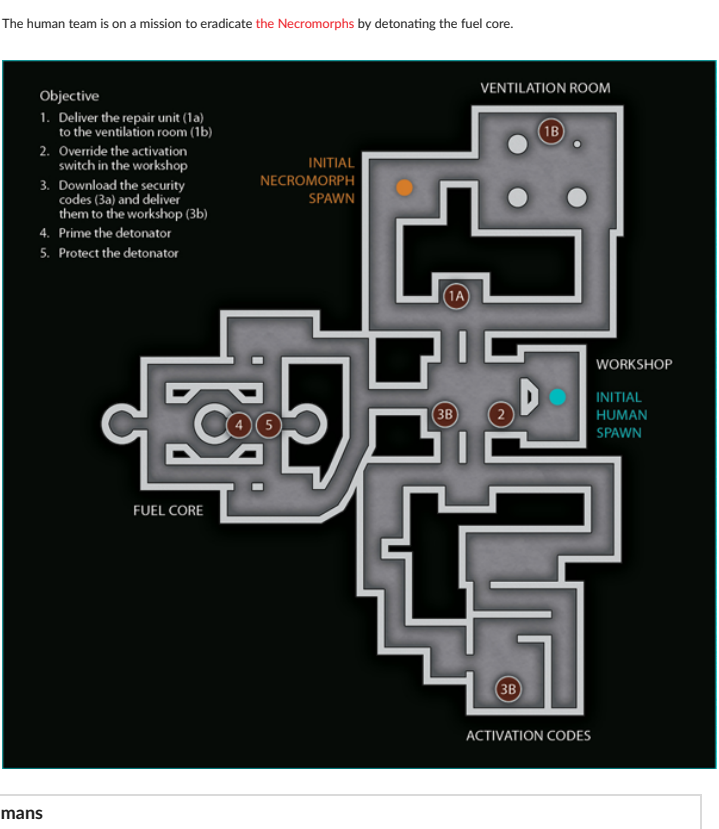
As you head to the next objective you need to defend, try sticking with some of the NPC Necromorphs. In fact, let them lead the attack. While the humans shoot at the NPCs, move in for a kill of your own. Remember, you just have to delay the humans and prevent them from completing just one of the objectives.

Note

The Necromorphs' best bet to win is to stop the humans at either the first or second objectives. Later objectives give them more time, so if you can hold them right at the start, you have a better chance of winning. If they can activate the authorization panel, it is tough to stop them from reaching the escape pods and winning the round.

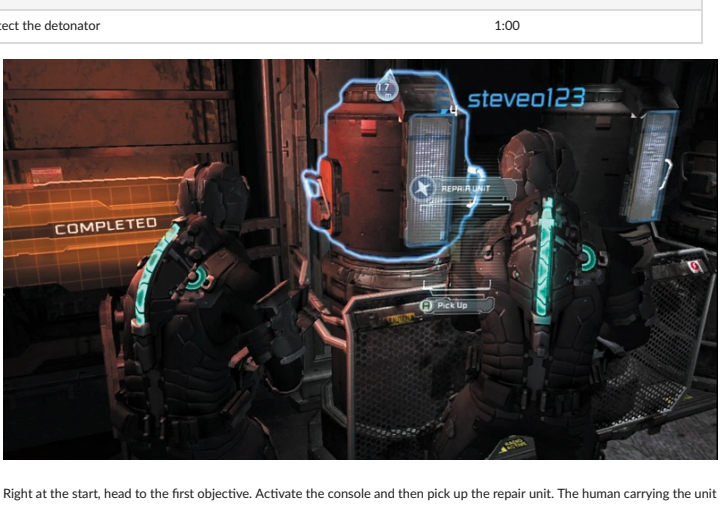
Fuel Core

The human team is on a mission to eradicate the Necromorphs by detonating the fuel core.

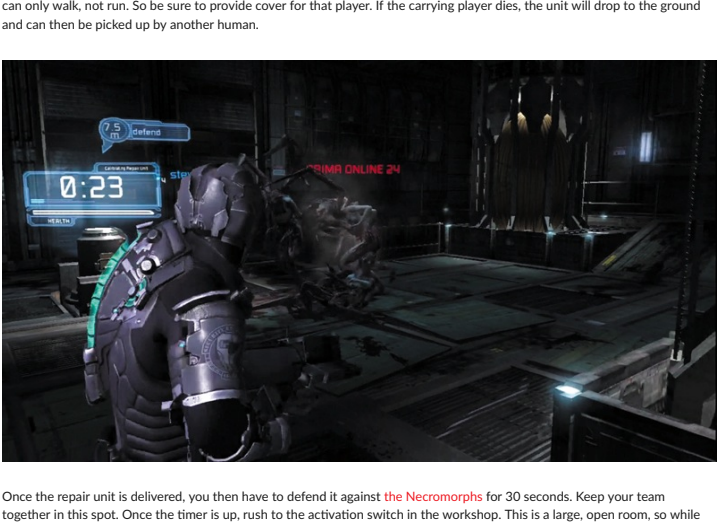

Objective
1. Deliver the repair unit (1a) to the ventilation room (1b)
2. Override the activation switch in the workshop
3. Download the security codes (3a) and deliver them to the workshop (3b)
4. Prime the detonator
5. Protect the detonator
VENTILATION ROOM
INITIAL NECROMORPH SPAWN
WORKSHOP
INITIAL HUMAN SPAWN
FUEL CORE
ACTIVATION CODES
1A
1B
2
3B
3B
4
5

Humans

Objective	Time Limit (Minutes)
Deliver the repair unit to the ventilation room	3:00
Override the activation switch in the workshop	Time remaining + 1:00
Download the security codes and deliver them to the workshop	Time remaining + 3:00
Prime the detonator	Time remaining
Protect the detonator	1:00



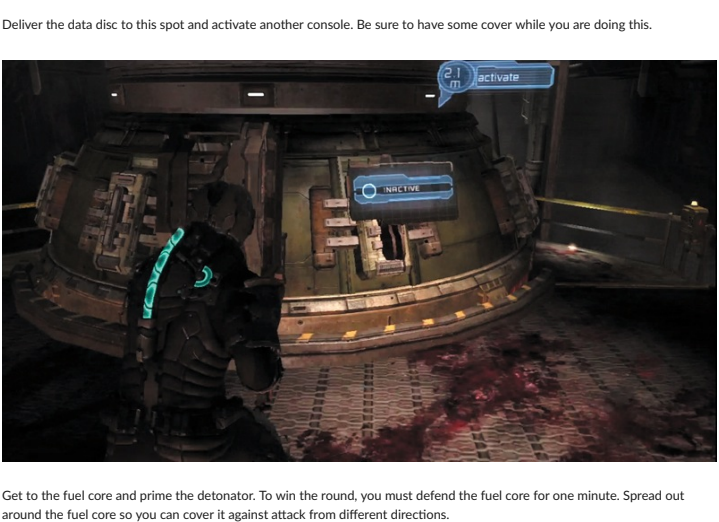
Right at the start, head to the first objective. Activate the console and then pick up the repair unit. The human carrying the unit can only walk, not run. So be sure to provide cover for that player. If the carrying player dies, the unit will drop to the ground and can then be picked up by another human.



Once the repair unit is delivered, you then have to defend it against the Necromorphs for 30 seconds. Keep your team together in this spot. Once the timer is up, rush to the activation switch in the workshop. This is a large, open room, so while one works the console, the others defend.

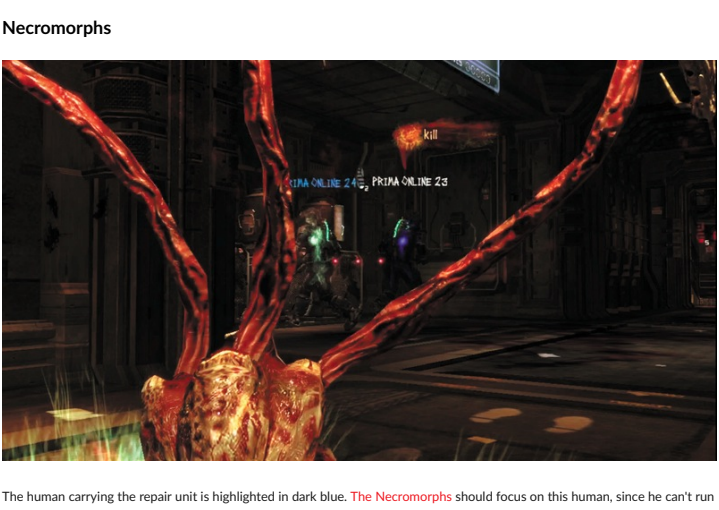
You must activate another console and then walk over to this computer to pick up the security codes on a data disc. While carrying them, you can't run.

Deliver the data disc to this spot and activate another console. Be sure to have some cover while you are doing this.



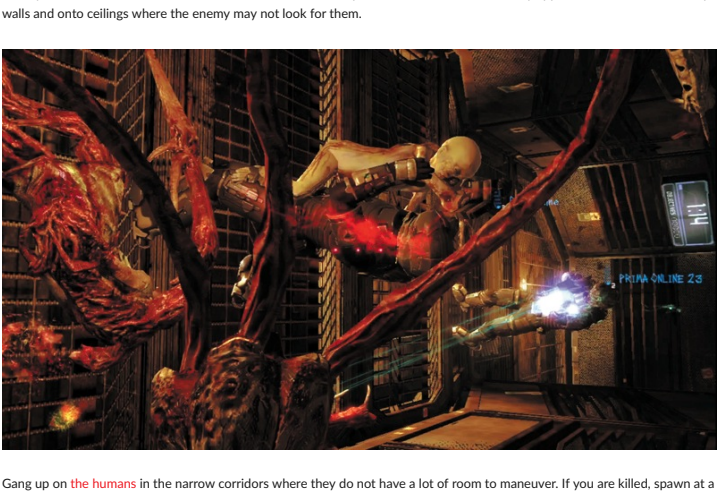
Get to the fuel core and prime the detonator. To win the round, you must defend the fuel core for one minute. Spread out around the fuel core so you can cover it against attack from different directions.

Necromorphs



The human carrying the repair unit is highlighted in dark blue. The Necromorphs should focus on this human, since he can't run and has the objective. Kill this human and then try to prevent others from picking it up. Any time you can delay the other team is to your benefit.

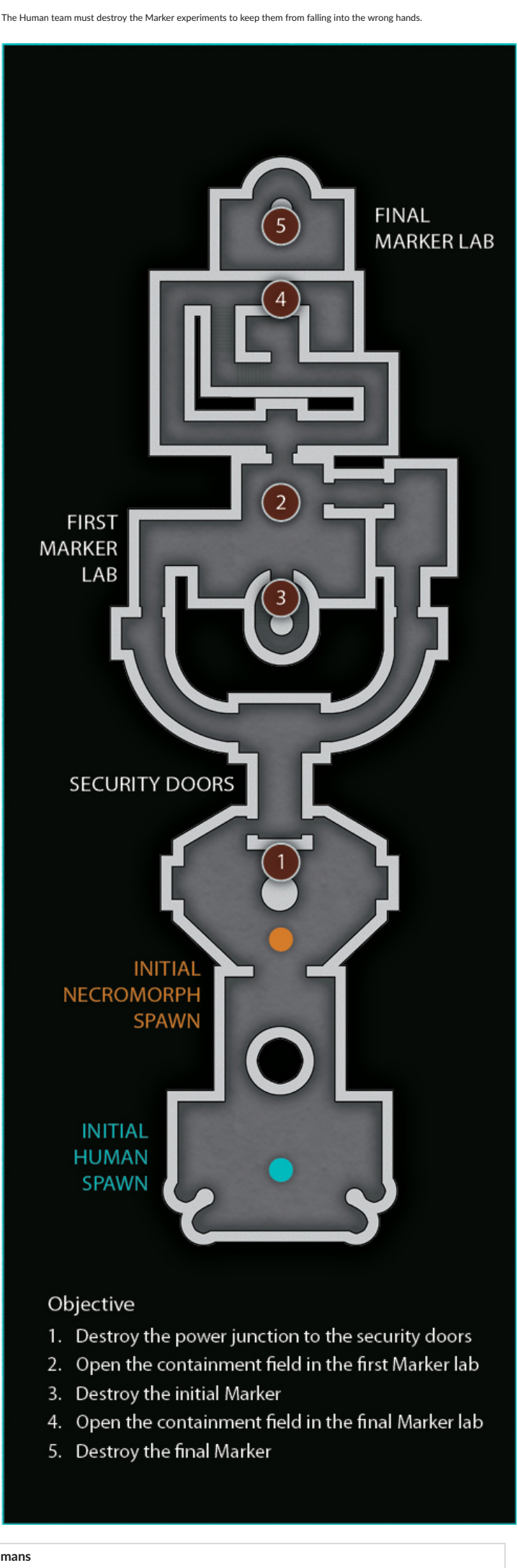
Since you know where the humans have to deliver items, set up an ambush to hit them as they approach. Lurkers can crawl up walls and onto ceilings where the enemy may not look for them.



Gang up on the humans in the narrow corridors where they do not have a lot of room to maneuver. If you are killed, spawn at a vent nearby and continue the attack, never letting the humans get a break.

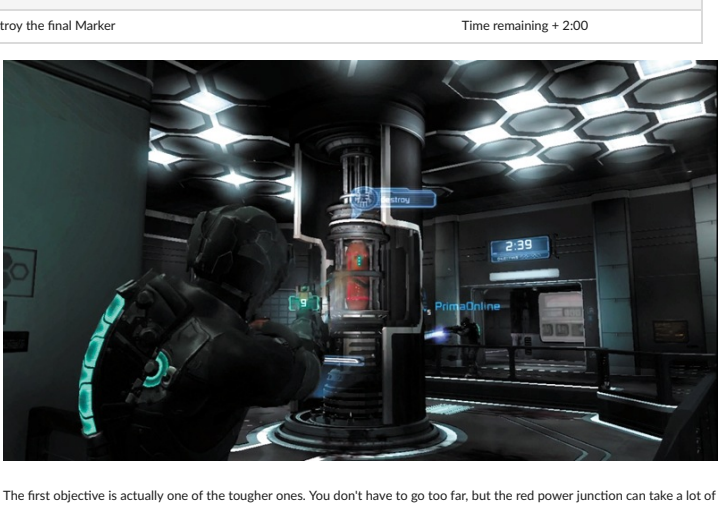
Marker Lab

The Human team must destroy the Marker experiments to keep them from falling into the wrong hands.


FINAL MARKER LAB
FIRST MARKER LAB
SECURITY DOORS
INITIAL NECROMORPH SPAWN
INITIAL HUMAN SPAWN
1
2
3
4
5
Objective
1. Destroy the power junction to the security doors
2. Open the containment field in the first Marker lab
3. Destroy the initial Marker
4. Open the containment field in the final Marker lab
5. Destroy the final Marker

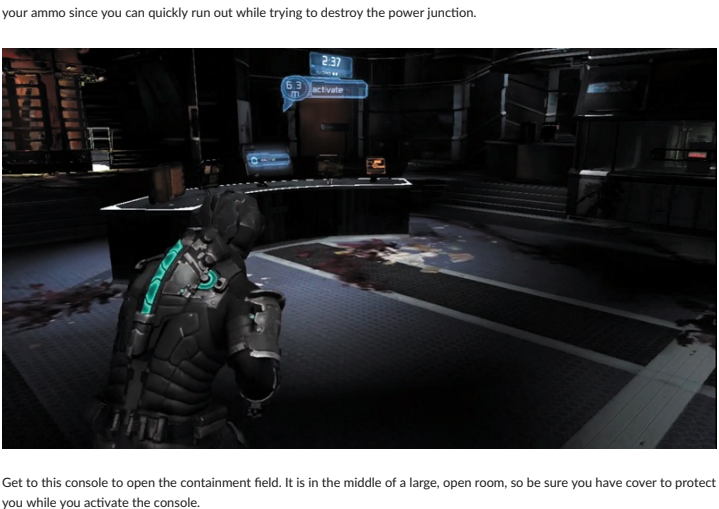
Humans

Objective	Time Limit (Minutes)
Destroy the power junction to the security doors	3:00
Open the containment field in the first Marker lab	Time remaining + 2:00
Destroy the initial Marker	Time remaining + 2:00
Open the containment field in the final Marker lab	Time remaining + 1:00
Destroy the final Marker	Time remaining + 2:00

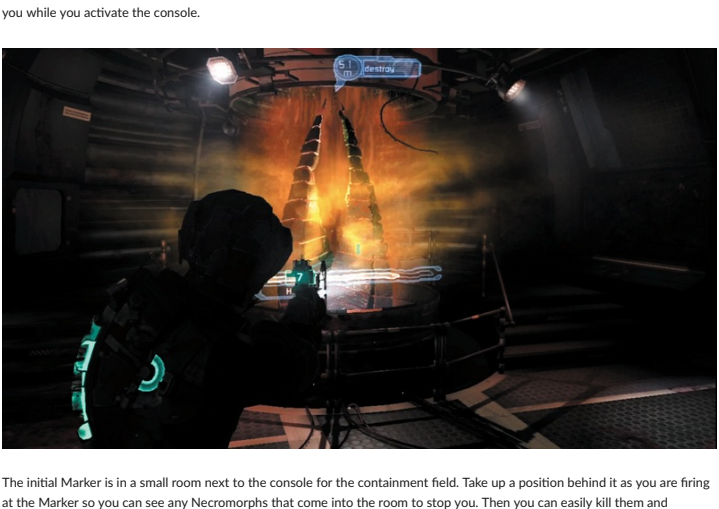


The first objective is actually one of the tougher ones. You don't have to go too far, but the red power junction can take a lot of damage. If you are limited to the pulse rifle and plasma cutter, it may take a while to destroy it. Use more powerful weapons if you have unlocked them.

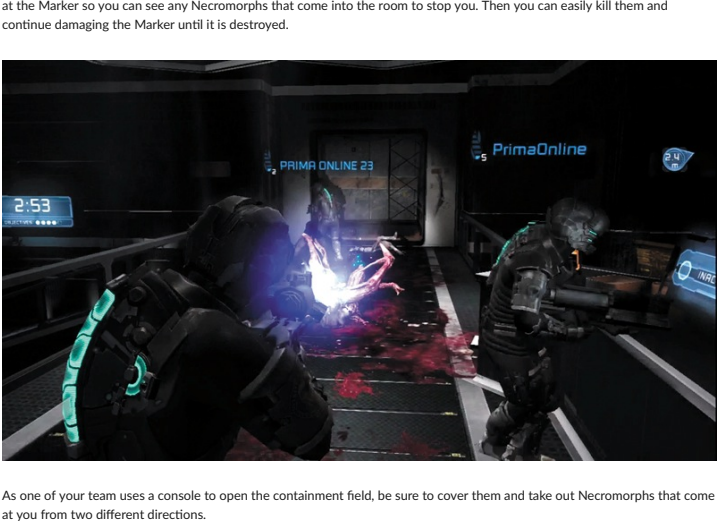
While half of your team focuses on the objective, the rest need to kill Necromorphs that come to attack. Also be sure to watch your ammo since you can quickly run out while trying to destroy the power junction.



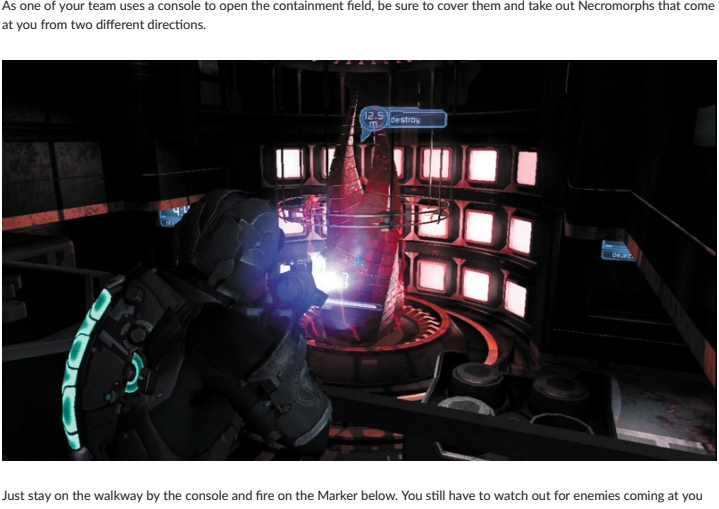
Get to this console to open the containment field. It is in the middle of a large, open room, so be sure you have cover to protect you while you activate the console.



The initial Marker is in a small room next to the console for the containment field. Take up a position behind it as you are firing at the Marker so you can see any Necromorphs that come into the room to stop you. Then you can easily kill them and continue damaging the Marker until it is destroyed.

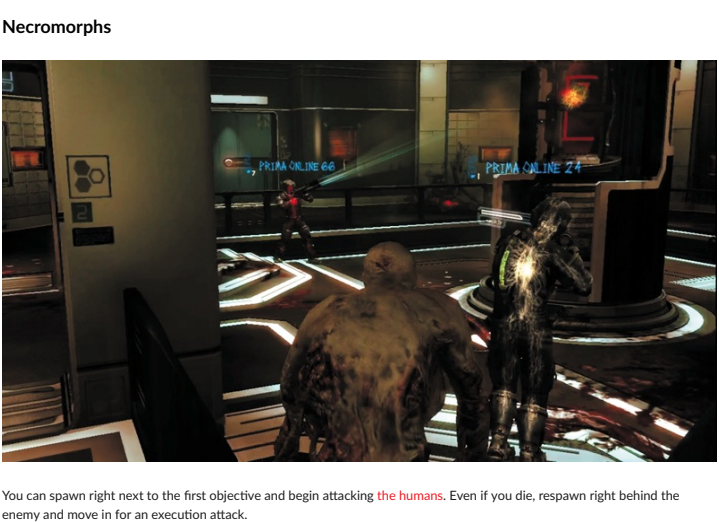


As one of your team uses a console to open the containment field, be sure to cover them and take out Necromorphs that come at you from two different directions.

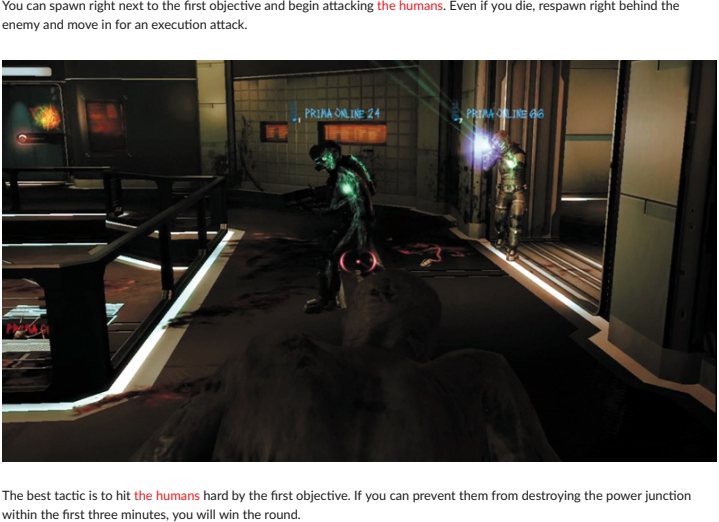


Just stay on the walkway by the console and fire on the Marker below. You still have to watch out for enemies coming at you from different sides. This lets you go after the objective without wasting time getting down to the lower level. Pick up ammo dropped by dead Necromorphs, since this Marker will take quite a bit of damage before it is completely destroyed.

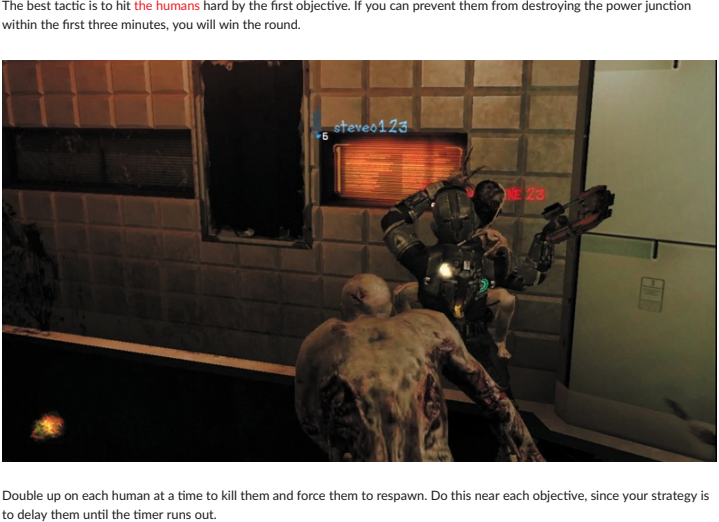
Necromorphs



You can spawn right next to the first objective and begin attacking the humans. Even if you die, respawn right behind the enemy and move in for an execution attack.



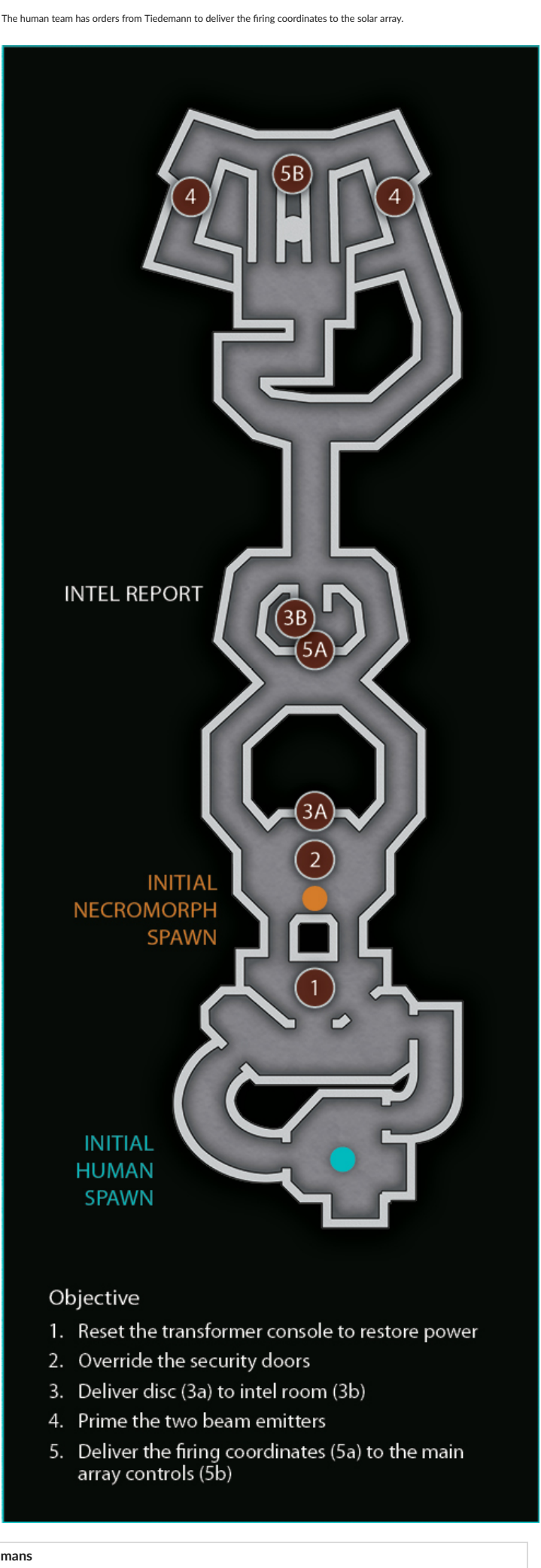
The best tactic is to hit the humans hard by the first objective. If you can prevent them from destroying the power junction within the first three minutes, you will win the round.



Double up on each human at a time to kill them and force them to respawn. Do this near each objective, since your strategy is to delay them until the timer runs out.

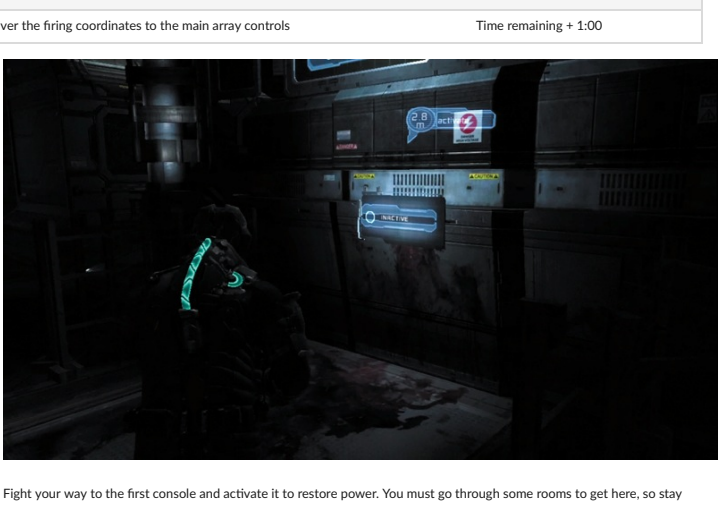
Solar Array

The human team has orders from Tiedemann to deliver the firing coordinates to the solar array.


4
5B
4
INTEL REPORT
3B
5A
3A
2
INITIAL NECROMORPH SPAWN
1
INITIAL HUMAN SPAWN
Objective
1. Reset the transformer console to restore power
2. Override the security doors
3. Deliver disc (3a) to intel room (3b)
4. Prime the two beam emitters
5. Deliver the firing coordinates (5a) to the main array controls (5b)

Humans

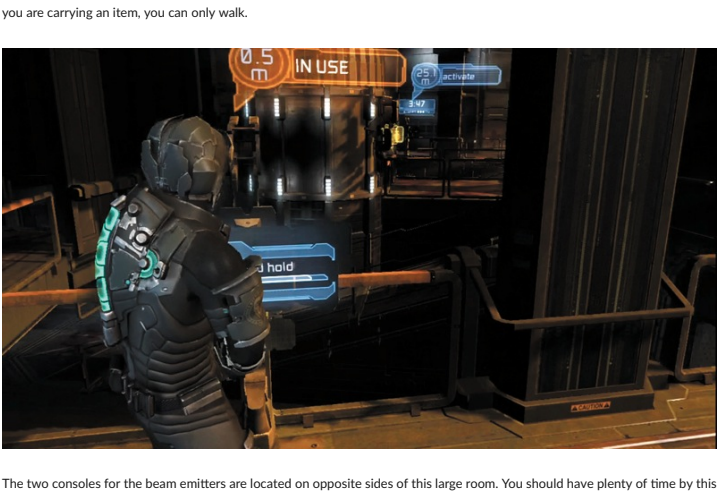
Objective	Time Limit (Minutes)
Reset the transformer console to restore power	3:00
Override the security doors	Time remaining + 1:00
Deliver disc to intel room	Time remaining + 1:00
Prime the two beam emitters	Time remaining + 2:00
Deliver the firing coordinates to the main array controls	Time remaining + 1:00



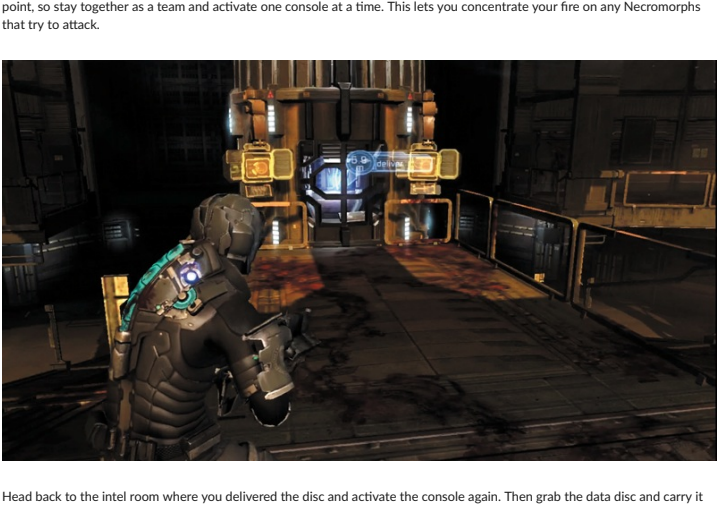
Fight your way to the first console and activate it to restore power. You must go through some rooms to get here, so stay together as a team. Even though you have three minutes, the faster you do this, the more time you have for subsequent objectives.

The console for the security door override is at one end of this room. While one human works the console, the rest can cover the corridors that lead to this position. It is actually fairly easy to defend. However, speed is of the essence.

Pick up the disc located in the computer behind the console for the security door. Carry it through some corridors to this lower area, where you must insert it into another computer. Expect Necromorphs to attack all along the way. Remember that while you are carrying an item, you can only walk.

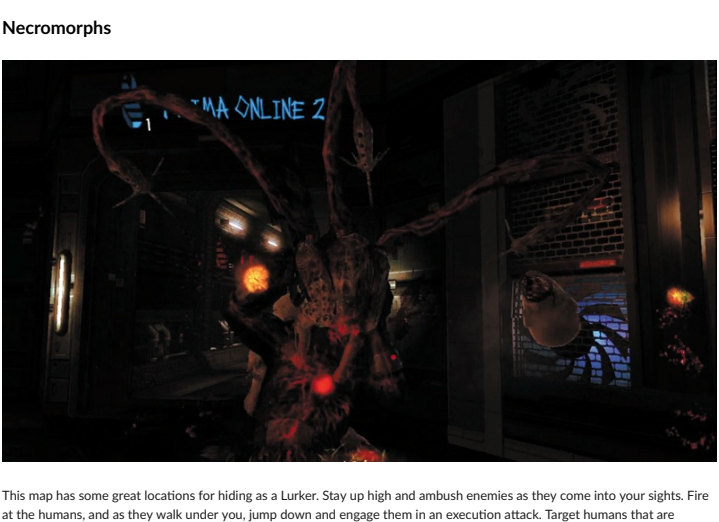


The two consoles for the beam emitters are located on opposite sides of this large room. You should have plenty of time by this point, so stay together as a team and activate one console at a time. This lets you concentrate your fire on any Necromorphs that try to attack.



Head back to the intel room where you delivered the disc and activate the console again. Then grab the data disc and carry it to the main array controls to complete your objective. Move straight to the controls since you do not have to waste any time activating a console. When you get the disc to the slot, the round is won.

Necromorphs

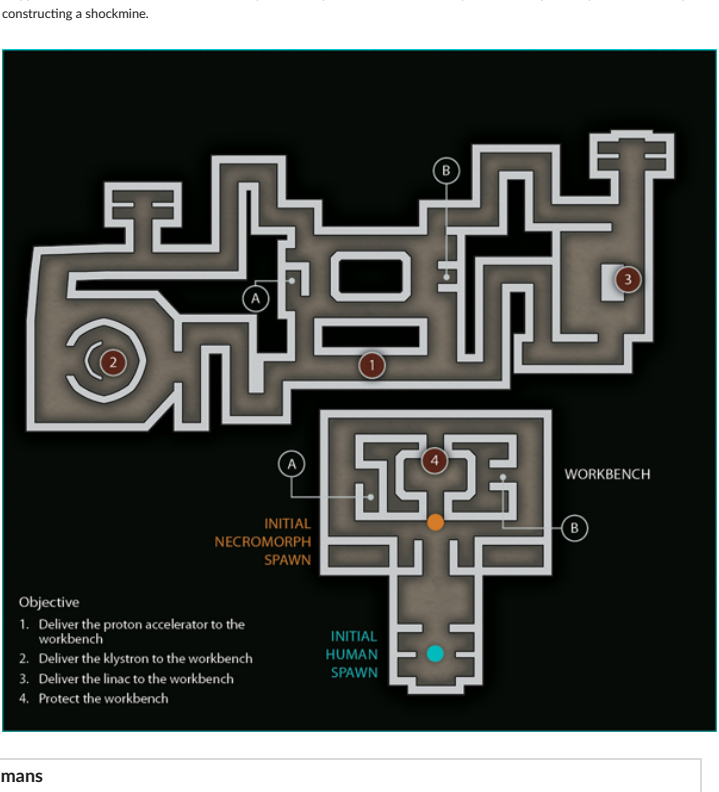


This map has some great locations for hiding as a Lurker. Stay up high and ambush enemies as they come into your sights. Fire at the humans, and as they walk under you, jump down and engage them in an execution attack. Target humans that are carrying the data disc, if they manage to get that far into the round.

Pack are a great choice for this map. They can spawn at high vents and then jump down on humans so the enemy has little warning. Start slashing away or get into an execution attack. The best time to attack is when the humans are working at a console or carrying the data disc, since they are most vulnerable at those times.

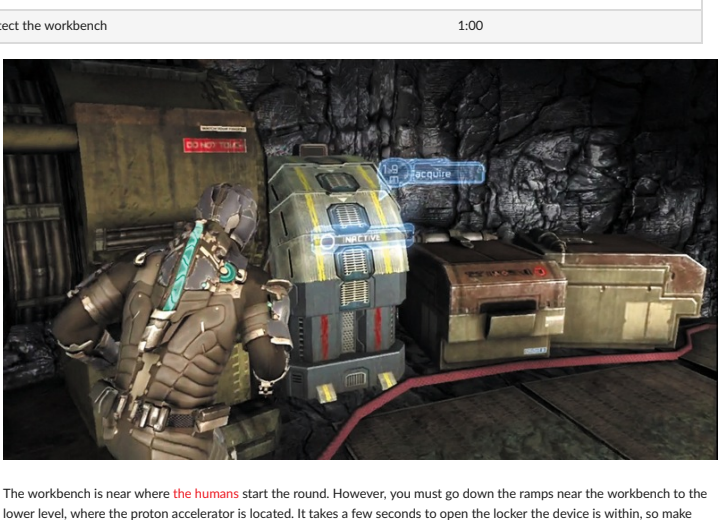
Titan Mines

Trapped in the Titan Mines and surrounded by Necromorphs, Tiedemann's security forces attempt to stop the outbreak by constructing a shockmine.

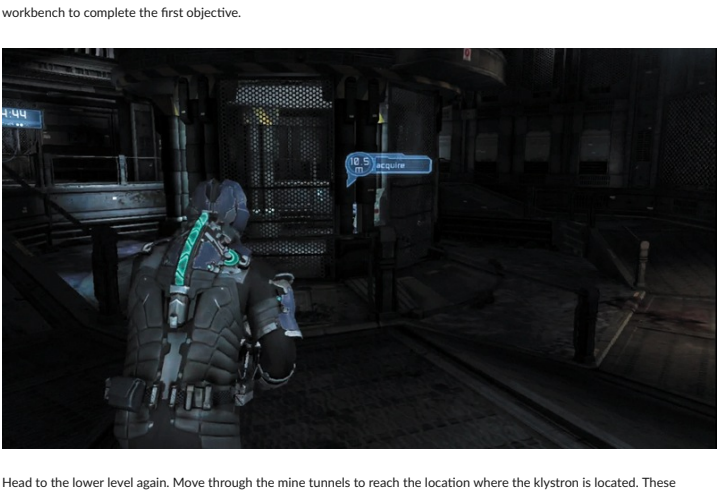

B
A
3
2
1
A
4
WORKBENCH
B
INITIAL NECROMORPH SPAWN
INITIAL HUMAN SPAWN
Objective
1. Deliver the proton accelerator to the workbench
2. Deliver the klystron to the workbench
3. Deliver the linac to the workbench
4. Protect the workbench

Humans

Objective	Time Limit (Minutes)
Deliver the proton accelerator to the workbench	4:00
Deliver the klystron to the workbench	Time remaining + 3:15
Deliver the linac to the workbench	Time remaining + 3:15
Protect the workbench	1:00



The workbench is near where the humans start the round. However, you must go down the ramps near the workbench to the lower level, where the proton accelerator is located. It takes a few seconds to open the locker the device is within, so make sure you have some teammates covering you. Once you have the device, walk it back up the ramps and take it to the workbench to complete the first objective.



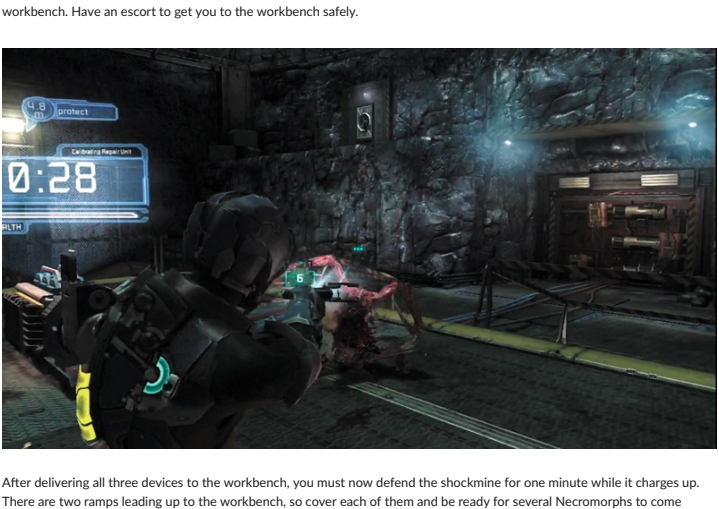
Head to the lower level again. Move through the mine tunnels to reach the location where the klystron is located. These tunnels can be confusing, so use the locator to find a path to your objective. This device is also in a locker, so open it up and get the klystron.

Getting it back to the workbench can be tough. You must traverse the narrow mine tunnels that will have Necromorphs just waiting to ambush you. Make sure you have teammates supporting you as you head back through the tunnels and up the ramps to the workbench.

You have some time, so don't try to rush off by yourself; you will likely be killed and someone will have to come pick up the klystron and continue. If you get into trouble, use stasis to slow down your enemies and get away.

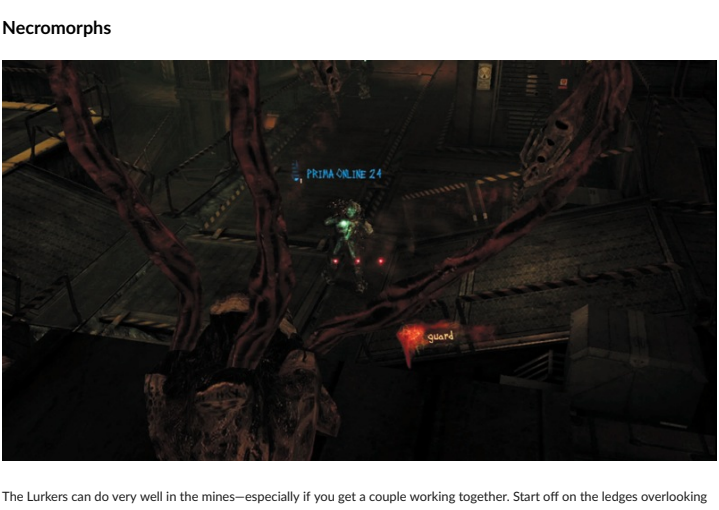
Return to the lower level and head through another set of tunnels until you come to rotating rock crushers. The linac is inside a locker within these crushers. Move carefully through here; you will die if you run into one of the crushers.

If there are Necromorphs here, use a melee attack to push them back into the crushers to kill them. A grenade from the pulse rifle will blow them back as well. Once again, you have to traverse the mine tunnels while walking with the linac back to the workbench. Have an escort to get you to the workbench safely.

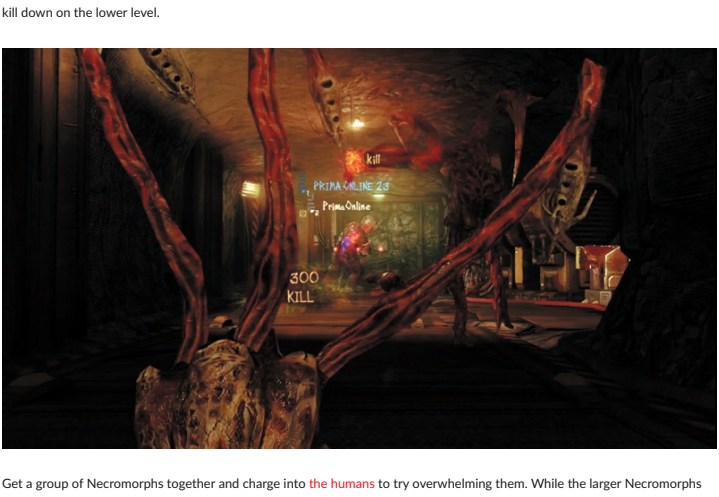


After delivering all three devices to the workbench, you must now defend the shockmine for one minute while it charges up. There are two ramps leading up to the workbench, so cover each of them and be ready for several Necromorphs to come charging at you. Also look for Lurkers up on the ceiling or walls; these will fire down on the workbench to try destroying the device. To win the round, hold out until the timer reaches zero.

Necromorphs

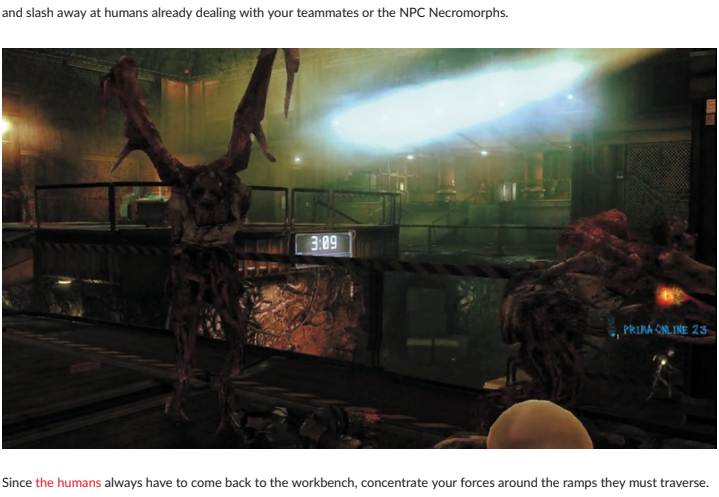


The Lurkers can do very well in the mines—especially if you get a couple working together. Start off on the ledges overlooking the workbench, and fire projectiles at the humans as they head down the ramps to get the first device. While you may not kill any, you can at least cause some damage and force them to use their med packs so that other Necromorphs can have an easier kill down on the lower level.



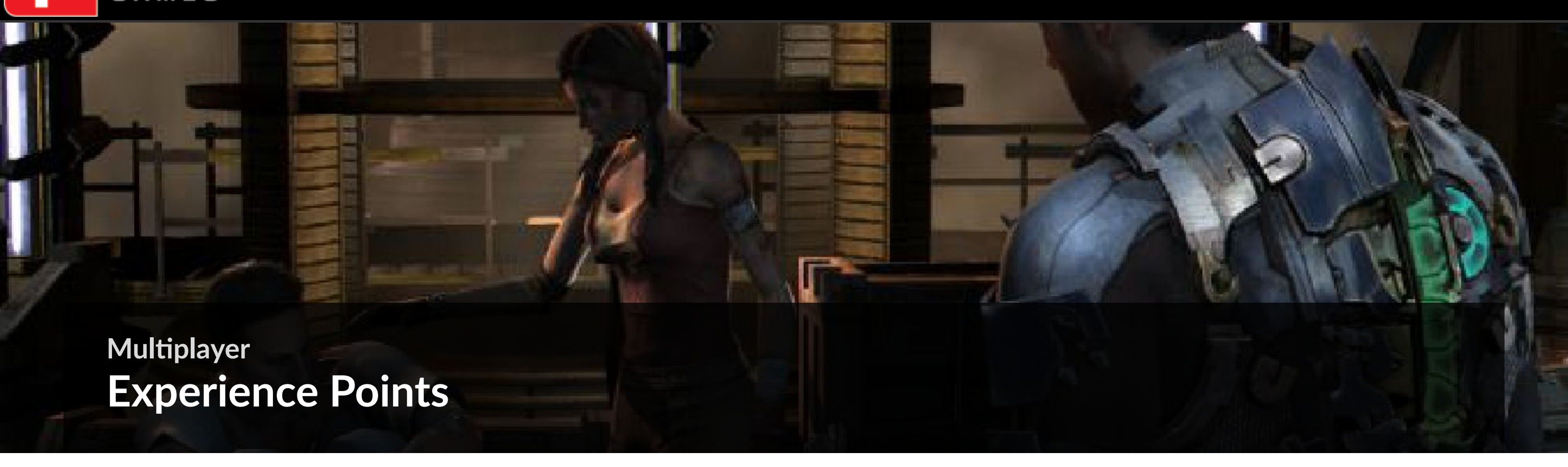
Get a group of Necromorphs together and charge into the humans to try overwhelming them. While the larger Necromorphs slash away, the smaller Pack and Lurkers can jump up and perform an execution attack.

Pack are another good choice in the mines, since they can run fast and jump over railings to reach lower areas quickly. Rush up and slash away at humans already dealing with your teammates or the NPC Necromorphs.



Since the humans always have to come back to the workbench, concentrate your forces around the ramps they must traverse. Since you can see their skeletons through the walls, you know which route they are taking and can set up ambushes.

Target the human who is carrying the device; after killing him, guard the device so no one else can pick it up. Avoid letting the humans reach the last objective, since it is tough to destroy the device in only a minute if the humans are putting up any type of defense.



Multiplayer

Experience Points

As you play through a match, you earn experience points that increase your levels. When you move up to the next level, you will often unlock a new item or feature. Therefore, the more you play, the more things you can unlock. Following are tables of how to earn points. You earn different amounts of points depending on whether you are playing as a human or a Necromorph.

Human Experience

Action	XP Earned
Kill a Necromorph	100
Assists: another player kills a Necromorph you already damaged	25
Kill Streak 5: kill 5 enemies without dying	100
Kill Streak 10: kill 10 enemies without dying	200
Kill Streak 20: kill 20 enemies without dying	500
Rescue: kill a Necromorph in a close attack with another human	20
Complete an Objective	250
Objective completed by other team member	150
Co-op Heal: Heal a teammate	20
Suicide as Human	-300
Team Kill: kill one of your teammates	-20
Round Bonus: win a round	1000
Match Bonus: win both rounds*	2000

*If you win both rounds in a match, you get 1,000 points for each round as well as the 2,000 points for the match bonus for a total of 4,000 points.

Necromorph Experience

Action	XP Earned
Kill a Human	300
Assists: another player kills a human you already damaged	75
Kill Streak 5: kill 5 enemies without dying	100
Kill Streak 10: kill 10 enemies without dying	200
Kill Streak 20: kill 20 enemies without dying	500
Close Attack: damage a human with a close attack	Varies
Suicide as Necromorph	-100
Team Kill: kill one of your teammates	-20
Round Bonus: win a round	1000
Match Bonus: win both rounds*	2000

*If you win both rounds in a match, you get 1,000 points for each round as well as the 2,000 points for the match bonus for a total of 4,000 points.

As you earn experience points, you advance from one level to another. As you achieve most new levels, you will unlock a suit, a weapon, a weapon upgrade, or an upgrade to the attributes of one of the Necromorph classes.

Levels and Unlocks

level	XP	Unlock
Level 1	0	Solid blue suit
Level 2	5000	—
Level 3	10500	Lurker range damage increased
Level 4	16500	Solid army green suit
Level 5	23000	Stasis increased to 2 shots
Level 6	30250	Pack melee damage increased
Level 7	38250	Unlock line gun
Level 8	47000	Solid red suit
Level 9	56500	Spitter execution damage increased
Level 10	66750	—
Level 11	77750	Unlock force gun
Level 12	89500	Puker ranged damage increased
Level 13	102250	Solid black suit
Level 14	116000	Plasma cutter magazine size increased
Level 15	130750	Lurker melee damage increased
Level 16	146500	Solid olive suit
Level 17	163250	Unlock seeker rifle
Level 18	181000	Pack execution attack damage increased
Level 19	199750	Pulse rifle magazine size increased
Level 20	219500	Urban camo blue suit
Level 21	240500	Spitter melee damage increased
Level 22	262750	—
Level 23	286250	Urban camo army green suit
Level 24	311000	Puker execution attack damage increased
Level 25	337000	Line gun magazine size increased
Level 26	364250	Urban camo red suit
Level 27	392750	Lurker execution attack damage increased
Level 28	422500	Unlock javelin gun
Level 29	453500	Force gun magazine size increased
Level 30	486000	Stasis increased to 3 shots
Level 31	520000	Pack health increased
Level 32	555500	Urban camo military suit
Level 33	592500	Seeker rifle magazine size increased
Level 34	631000	Plasma cutter weapon damage increased
Level 35	671000	Spitter ranged damage increased
Level 36	712500	Urban camo olive suit
Level 37	755500	—
Level 38	800000	Pulse rifle weapon damage increased
Level 39	846000	Puker melee damage increased
Level 40	893500	Rivet gun magazine size increased
Level 41	942750	Tiger camp blue suit
Level 42	993750	Line gun weapon damage increased
Level 43	1,046,500	Lurker health increased
Level 44	1,101,000	Javelin gun magazine size increased
Level 45	1,157,250	Tiger camo army green suit
Level 46	1,215,250	Force gun weapon damage increased
Level 47	1,275,000	—
Level 48	1,336,500	Pack gets out of stasis faster
Level 49	1,399,750	Tiger camo red suit
Level 50	1,464,750	Seeker rifle weapon damage increased
Level 51	1,531,750	—
Level 52	1,600,750	Tiger camo military suit
Level 53	1,671,750	Spitter health increased
Level 54	1,744,750	Rivet gun weapon damage increased
Level 55	1,819,750	—
Level 56	1,896,750	War-torn suit
Level 57	1,975,750	Javelin gun weapon damage increased
Level 58	2,056,750	Puker health increased
Level 59	2,139,750	Visceral games suit
Level 60	2,224,750	—